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INDEPENDENT PSM

PS2 & PLAYSTATION MAGAZINE

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MGS2

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PlayStation.2

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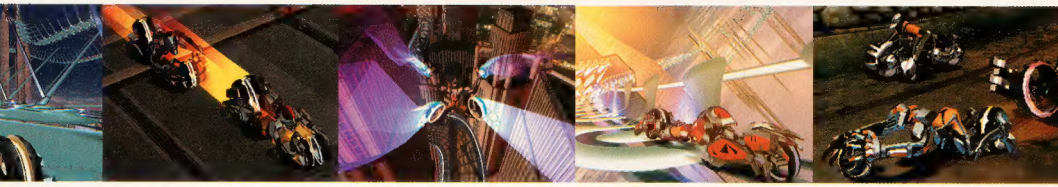

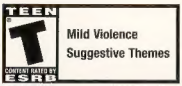

Mild Violence
Suggestive Themes

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SIX-MAN TAG TEAM WHIPS CROWD INTO FRENZY

THE SMACKDOWN! NEWS

Where Anything's Possible

THE UNDERTAKER

INFLICTS PAIN WITH THE CHOKESLAM

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THE RINGSIDE ACTION

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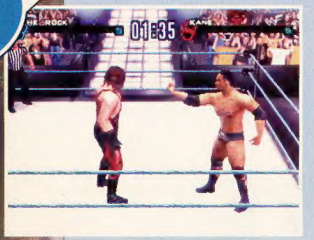
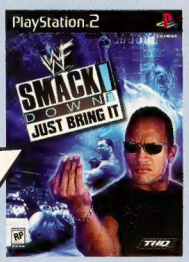


Chaos spills out onto the streets!

WWF SMACKDOWN! JUST BRING IT



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START

Welcome to the world's best PlayStation magazine

SHHH... I'VE GOT A SECRET...

When *Metal Gear Solid 2* was first unveiled back at the 2000 E3 show, I said to myself "There is NO WAY I'm going to be able to wait a year to play this game." I really don't know how I managed...

Of course, the privilege of being the first non-Konami folks to play through *MGS2* comes with certain responsibilities. There are secrets about this game... HUGE secrets... that are absolutely going to blow your mind. And I can't say a word! Well, I suppose I *could*, but then you'd all hunt me down for spoiling the game and generally ruining your life.

So, our review is absolutely spoiler-free, and we've managed to write a 10-page strategy guide without revealing anything about the story. So read on, enjoy, and get excited — *MGS2* is HERE! ► CHRIS SLATE

CHRIS SLATE Editor-In-Chief

LIKES: All types of games, especially the good ones
HOBBIES: Comics, hoops, J-Pop, movies, DVDs

Best place you snuck into?
Imagine Media — and all these years later, they still haven't caught on! All I had to do was print up "Editor-In-Chief" business cards, and BAM — instant promotion!

> "There are secrets about this game that are absolutely going to blow your mind!"

MEET THE TEAM

Ever wonder what a crack team of videogame journalists look like? ...Aw, c'mon folks, just work with us a little, here...

STEPHEN FROST
SENIOR EDITOR

LIKES: Camping w/ friends
HOBBIES: Shopping

Best place you snuck into?
An old girlfriend and I once snuck into a neighbor's pool for some midnight skinny dipping. Or was it a dream?

RANDY NELSON
REVIEWS EDITOR

LIKES: Racing, Shooters
HOBBIES: Action Figures

Best place you snuck into?
I snuck into my local Sizzler after hours, but something about that display case food didn't taste right...

TOKOYA
STRATEGY EDITOR

LIKES: Unreal Tournament
HOBBIES: Clan iA

Best place you snuck into?
I used to sneak into the theater. It was fun, until we got caught and they called Tokoya's parents.

TOMMY LAYTON
NEWS EDITOR

LIKES: FPS, Action Games
HOBBIES: Heckling

Best place you snuck into?
Once I infiltrated my sister's slumber party for recon — there was some heavy stuff going down.

BILL DONOHUE
MANAGING EDITOR

LIKES: Our Armed Forces
HOBBIES: Nuking terrorists

Best place you snuck into?
The drive in movie. I was running so hard I knocked some guy's rearview mirror off the side of his car.

DAN FITZPATRICK
ART DIRECTOR

LIKES: Gear-drive sprinklers
HOBBIES: Baby burping

Best place you snuck into?
The Bo Derek *Tarzan* movie when I was 15. I told my mom I saw Costa-Gavras' *Missing*. Yeah, *sure* I did.

GARY LIEW ASSOCIATE
ART DIRECTOR

LIKES: Oven timers
HOBBIES: Time travel

Best place you snuck into?
The best Snuck is made by my old girlfriend. The sheep head is basted with syrup to being just right!

ON THE COVER

Every issue we work with today's hottest comic book artists to create our custom PSM cover. This month's illustration of Solid Snake was done by **Leinil Francis Yu**, who comic fans should know from his amazing work on Wolverine and X-Men. His attention to detail, and talent at drawing tough guys, made Leinil the perfect choice.

▲ Leinil's had a lot of initial ideas, but we were heavily leaning towards a close-up shot of Snake from the start. Images like this one, while very cool, just wouldn't have fit our cover format very well.

▲ This is more in line with what we had in mind, but as cool as it looks to hold two guns, Snake never does that in the game. So, after making a few suggestions, Leinil went and came up with this next piece...

▲ This idea was so good, we had Leinil go forward with finished pencils immediately. The only thing that we weren't too keen on was the face — something about it didn't really seem to look like Solid Snake.

▲ So, after a few final tweaks, Leinil finished up one of the best cover illustrations we've had in a long time. Thanks for working with us so closely on this one, Leinil — it turned out fantastic!

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PlayStation.2

XBOX

Dreamcast

NFL PLAYERS EVERYONE E

MAIN MENU

100% INDEPENDENT PS2 & PLAYSTATION MAGAZINE ▶ ISSUE 52 DECEMBER 2001 ▶ VOL. 5

64

▶ Jak and Daxter Super Preview

After spending a few days knee-deep in *J&D*, we couldn't be more excited about this game. See why we're going ga-ga on page 64!

51 118

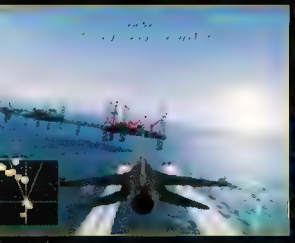
▶ Tony Hawk 3 Review & Guide

We knew exactly what to expect, but we still can't believe how fun this game is. Our review is on page 51, and don't miss our tips on page 118.

18

▶ Resident Evil: Gone for Good?

It's unthinkable — no new PS2 *Resident Evil* games... *ever?* We hate to be the bearer of bad news, but you need to read our story on pg. 18.



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▶ Ace Combat 4: Gaming Bliss

If you're a fighter jet fan, words just can't do this game justice. But we still wrote a bunch of 'em, so be sure to check out our review on page 46!

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Resident Evil... gone from PS2 forever?

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We'll give you three hints at what game got our coveted Game of the Month award. No idea? Take a look at the screen below...

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Jak and Daxter, SSX Tricky and Deus Ex head up a great set of previews.

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100% INDEPENDENT
PSM
PS2 & PLAYSTATION MAGAZINE

METAL GEAR SOLID 2

FULL REVIEW 36

EXCLUSIVE: We put the most anticipated game of all time to the ultimate test — does it live up to the hype? And don't worry, we don't give away any of the story!

STRATEGY GUIDE 93

EXCLUSIVE: Our 10-page walkthrough will take you all the way through the game, in a step-by-step format that won't spoil what lies ahead; again, without revealing any of the story's many surprises!

THE PSM MISSION STATEMENT

PSM is the magazine for the gaming elite — the hardcore gamers that support and drive this industry. This is NOT a "mass-market" magazine. We don't focus on "fun for the whole family," or waste space interviewing movie stars that have nothing to do with games. That's just not what we're into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be 100% our own. Our readers always come first, and we would never, EVER betray your trust. This is our promise to you, the hardcore PlayStation gamer, who deserves nothing less. Now let's get this issue going!

Illustration: Leinil Francis Yu

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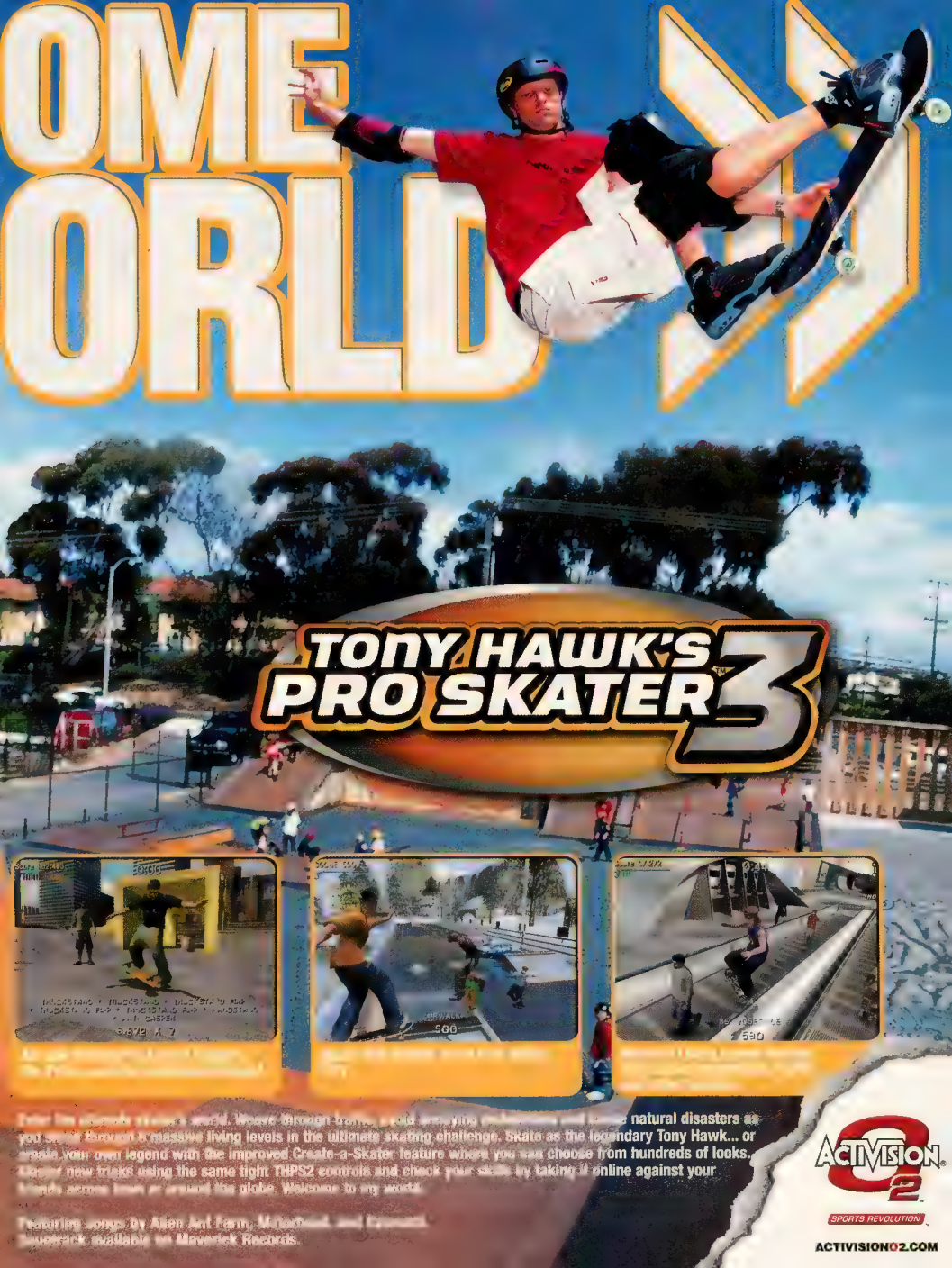
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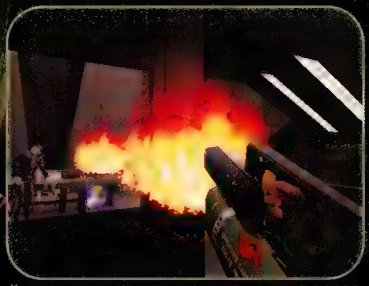


Will you be the charismatic master manipulator, the shrewd and stealthy tactician, or the deadly avenging angel?

Deus Ex has been voted game of the year by over 20 magazines, websites, and reader surveys.

>THE NEXT LEVEL OF INTERACTIVITY IS HERE.

MONITOR

Your inside look at this month's hot topics, gear, and games

Change of Residence

Resident Evil now exclusive to Gamecube

The consoles war just got a little more interesting. In one fell swoop, Nintendo silenced criticisms that Gamecube was a kiddie system lacking big-brand mature games. In a surprise announcement, Capcom gave the Cube exclusive rights to the mother of all survival-horror series, *Resident Evil*. Exclusivity is one of the deciding factors in the next-gen console race, and rare deals like this can speed the haves to the lead, while the have-nots sputter and lose ground.

▼ PS2 gamers, eat your hearts out. Here are early screens of Gamecube's remake of the original *Resident Evil*. Jealous, anyone?

THE BAD NEWS

Bad news first, here are the facts: The deal between Nintendo and Capcom gives Gamecube the exclusive rights to, count 'em, SIX *Resident Evil* games (known as *Biohazard* in Japan). This series of six debuts on Gamecube with a next-generation remake of the original *Resident Evil* (which appeared on PSone in March 1996), set for release in Japan next March. Shinji Mikami, *Resident Evil* creator and producer of *Devil May Cry*, will be the game's director, the first time he's directed a game in five years. Next comes *Resident Evil 0*, a "prequel" to the series that was commonly known to be heading to Gamecube. This will be followed by ports of *RE2*, *RE3: Nemesis*, and *RE Code: Veronica*. Finally, Gamecube will see the true continuation of the series with *Resident Evil 4*, a game that was originally in development for

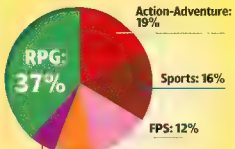
WILL PS2 DROP ITS PRICE, OR NOT?

Sure, losing *Resident Evil* smarts, but Sony has bigger fish to fry. As you read this, there may well be PS2s on the shelves for $250, even $200. In late September, word came that PS2 received radical price reductions in Europe. For instance, England's price dropped from £299 (about $440) to £199 ($292), and PS2 is now around $280 in most of Europe and Japan, regions that traditionally pay much more for gaming than North America. In fact, as of press time, PS2's price was nowhere higher worldwide than in the U.S. the only place where both Xbox and Gamecube launch this fall.

Sony spokesperson Molly Smith responded to rumors that a U.S. price drop was imminent by saying: "We're holding firm to the assertion made earlier in the year and one also made to our business partners that we will not be reducing the price of the PS2 in North America... at least for the course of this year." Of course, Sony said something similar before the May 1996 price drop of the original PlayStation, a mere eight months after its September 1995 launch. While not sounding the death knell for Gamecube and Xbox launches, a big price drop positions PS2 on par with the $200 Gamecube, and far less than the $300 Xbox, with PS2 boasting more games than both systems combined many times over. However, the fact that neither Nintendo nor Microsoft have high numbers of units at the U.S. launch may mean that Sony will want to save its trump card — the price drop — for later. Either way, Sony's positioned to dominate this fall.

PSM ONLINE POLL

"If you could play only one genre online with PS2, it would be..."



Square's PlayOnline and *Final Fantasy XI* have peaked the interest in online RPGs more than twice that of any other genre. Go, go, online RPGs!

the PS2, but has since been switched over. At the September announcement, Mikami was joined by game designing legend Shigeru Miyamoto, creator of the *Mario* and *Zelda* series. He suggested that creating games for multiple systems detracts from developers' hands-on time and experience with a single console, experience that drives up the quality of a series. Also, Capcom confirmed with PSM that PS2 won't get a GunCon 2- compatible PS2 port of the arcade game *RE: Gun Survivor 2*, for which retailers allowed pre-orders. No financial terms were disclosed, but you can imagine that Nintendo sweetened the deal for Capcom to accept Nintendo's comparatively high royalty fees per unit sold. With these six *Resident Evil* games coming to Gamecube over the next several years — and Capcom will want to space them out so the sales of each don't bite into the others — odds are you won't see another *RE* game on PS2.Yikes.

THE GOOD NEWS

Although the series has sold more than 18 million units on seven different systems so far, PlayStation built and sustained the *Resident Evil* series from the outset. Back in the day, you could even go and buy a *Resident Evil*-brand PlayStation, for Pete's sake. So why should we keep our chin up? However little consolation it may be, most *Resident Evil* fans have already played the original versions of *RE 1, 2, 3* (and even the woeful *Gun Survivor*) on PlayStation, back when the series, and the survival-horror sub genre itself, were new and exciting. Mikami has announced that, aside from the original *RE* (which gets a more extensive makeover) the other remakes will be *direct ports* of the original games.

PS2 was never slated to get the prequel *RE 0*, so the real disappointment is *RE 4*, which Gamecube owners won't see until late next year or early 2003 at the earlies. And PS2 already has *Code: Veronica X*, which is arguably the best of the series so far.

Capcom will continue to support PS2 with other top-tier series: *Onimusha*, PS2's first game to sell a million copies, continues in the form of *Onimusha 2* next spring (Xbox will get a remake of the first *Onimusha*), and PS2 is presently the prime candidate for a *Devil May Cry* sequel, as *DMC* has only been named for PS2. If you're a survival horror fan, PS2 will continue to be well represented with upcoming games like *Alone in the Dark IV*, *The Lost*, *Project Eden*, and *The Thing*, as well as possible sequels in the *Silent Hill* series.

Clearly though, this announcement is a huge blow to PS2 gamers, and to Nintendo's credit, early shots of the Gamecube titles look top-notch. However, the exclusive agreement only applies to the six announced titles, and if Gamecube doesn't succeed, things could change sooner. We'll see...

▲ *Mario* and *Zelda* creator Shigeru Miyamoto, left, warms up to Shinji Mikami, creator of the *Resident Evil* series, at Capcom's recent announcement in Japan.

WHAT IS EXCLUSIVE TO PS2?

In the wake of the *Resident Evil* announcement, gamers are asking themselves "what's exclusive to PS2?" Whether *Final Fantasy* is in jeopardy immediately leaps to mind. PS2 was supposed to get remakes of *FFVII*, *FFVIII*, and *FFIX*. However, not to rub salt on sore wounds, the recent word from Square EA is that Square Japan has ceased development indefinitely to assess the projects, and that there is presently little or no chance that the U.S. will ever see the remakes. But no other console will, either... In addition to the PC and PS2, *FFXI* will probably be headed to Xbox and Gamecube, as Hironobu Sakaguchi hinted earlier this year. But the multi-million selling *FFX* in January, next fall's *Kingdom Hearts*, *and* 2003's *FFXII* have all been confirmed only for PlayStation 2.

Eidos' confidence in PS2 is nowhere more evident than with the PS2-only *Tomb Raider Next Gen*. Series like *Ace Combat* and *Tekken* are still mainstays of Sony consoles, but PS2's attractiveness is proven by important newcomer Sega, which is supporting Sony with more titles in the here-and-now than any other console (like *Virtua Fighter 4*).

On the other hand, however, Xbox and Gamecube have either snatched games from the PS2 line-up, or stolen their thunder with later, expanded versions. Xbox has pilfered limited or permanent exclusive rights to games like *Munch's Oddyssee*, *Halo*, *Dead or Alive 3*, *Dino Crisis 3*, *Dead to Rights* and *The Matrix* games. And Xbox games like *Blood Omen II*, *Silent Hill 2: Director's Cut*, *Genma Onimusha*, *Grand Theft Auto 3*, and *Metal Gear Solid X* (if that's still in the works — details have been closely guarded) prove that some of Sony's most beloved series are not sacred. The Cube gets *NBA Street* and *SSX Tricky* (Xbox will get *Tricky*, too) from EA Sports' BIG brand that premiered on PS2. Still, right now no console can match Sony's third-party support. PS2 has more than 100 games releasing during the holidays, about five times that of Gamecube or Xbox, games that are either exclusive to the PS2 or are appearing here first.

▶ *Kingdom Hearts*, a PS2 exclusive, helps signify Square's allegiance with Sony.

GUEST COLUMN

HARVEY SMITH, ION STORM

The terrorist attacks of September 11th hugely impacted the way the world views videogames. With games being changed, postponed, even taken off the shelves, Harvey Smith, lead designer of the PS2-bound* Deus Ex *by the fabled Ion Storm Austin team, somberly reflects on those events.

Deus Ex is, in part, a game about terrorism in NYC. The player takes on the role of JC Denton, a member of an anti-terrorist organization called UNATCO. Our studio had spent a lot of time talking about the ramifications of terror attacks on major cities and national landmarks. On the morning of the attacks, the entire company gathered in a meeting room. We projected CNN onto the wall. The lights were out and everyone watched in horror. We saw the WTC buildings collapse in real time and it was one of the most terrifying things I've ever had to watch. Everyone was in shock. We told staff members here at the studio to take the day off if they wanted, but most people stayed to watch the news until late that night.

One of the artists pointed out that, while working on *Deus Ex*, we had omitted the twin towers from our NYC skyline. Our reasoning was that terrorists had previously destroyed them, along with the Statue of Liberty. To our horror, we realized that elements of our game resonated darkly with the events in NYC. Strange, sad and depressing. Warren Spector (ION Storm Studio Director, executive producer and friend) was in NYC at the time, not too far from ground zero. He was there visiting his father, who was gravely ill. So like many people, our company had a very personal stake in the situation; we were all very worried about Warren. Later we learned that he was all right, but shaken. The attacks were horrible beyond words. Whereas our fears were once abstract, all of us in America now have an understanding of terrorism that is intimately personal. None of us will look at terror the same way ever again, whether in fiction or reality, whether in a game or on the nightly news. We'd like to send our sympathies out to the victims, their families and friends.

WHAT YOU SHOULD BE PLAYING

1. Metal Gear Solid 2
Get ready to be thrown for a few loops. Kojima and Konami extend the magnificent series in ways we could not have expected...

2. Devil May Cry
Not content to be this fall's "other" great game, *DMC* claimed our top honor, 10/10.

3. Tony Hawk's Pro Skater 3
This is fun in its purest and most visceral form. *THPS3*, with unbelievable tricks and great control, is PS2 online's first killer app.

4. Ace Combat 04
Achieving the perfect blend of realism and arcade styles, *AC4* fills PS2's void of solid flight combat games.

5. NHL 2002
EA's latest iteration is easily the best-looking, most refined hockey game on PS2 to date.

Online In Time?

Few online PS2 titles will make November

Not until January...

PSM has learned that nearly all of PS2's online games will ship next year, rather than the target date of this fall. Sierra's multi-player FPS *Tribes* will likely see a January release. *Sony's SOCOM: US Navy SEALs*, a third-person squad combat game is looking at February. The *Twisted Metal Black Online* add-on disc has been pushed back to 2002. And all three were networked as early as E3 in May! There is little information on when Konami's RTS *Age of Empires II* will ship. Few new concrete details have emerged on the North American rollout and pricing structure of Square's PlayOnline for *Final Fantasy XI*, and no new details are available on Sony/Polyphony Digital's *Gran Turismo Network*. At this point, it is unclear if these push-backs can be chalked up as normal game development delays, or whether getting PS2 games running online is overly difficult.

▲ *Tony Hawk's Pro Skater 3* is PlayStation 2's online saving grace this November.

The fact that there are two glimmers of hope in the target month of November suggests that it is the former. Thankfully, we will still see the truly excellent *Tony Hawk's Pro Skater 3* this month, which supports both Sony's official Network Adapter and various third-party USB adapters and modems. Having played against developers from Neversoft in several online play modes (Graffiti, Trick Attack, Horse, Slap!, and King of the Hill), we can attest that the experience is smooth, good-looking fun. Joel Jewett, Neversoft's President, said, "When people see *Pro Skater 3* online, they will be buying hardware to get hooked up. Millions of people have played the first two games, are skilled with the controls, and know how much fun this game can be... these people will be online. If you don't believe me, I'll be wearing an orange hunting vest online, and you can come and try to kick my ass there if you want to." Sony's innovative music game *Frequency* will also be running online in November.

But there's more bad news: The U.S. expected both Sony's official PS2 Network Adapter and Hard Disk Drive to ship this November, separately, but the reality is quite different. "The Network Adapter will ship this winter for a price of $39.95. The launch of the PlayStation 2 Hard Disk Drive will follow early next year, extending PS2's online capabilities with 40 GB of storage space," Sony Corp. spokesperson Darren Horwitz told PSM. "Sony Computer Entertainment America will announce additional hard disk drive launch information, including price and availability, in the near future." Thankfully, the Network Adapter is all that is required to play *Tony Hawk's Pro Skater 3* and *Frequency* starting this November.

BUNDLE OF JOY

The long-delayed LCD monitor will be bundled with PSone this November

Sony breathed new life into the PlayStation life cycle when it launched the PSone, a smaller, sleeker, "portable" version of the console. On November 22nd, it will do so again by shipping the PSone with the long-awaited launch of the official Sony PSone LCD Monitor, complete with an AC adapter that powers both the screen and the monitor. The monitor connects to the back of the PSone, has a resolution of 320X240, receives RGB signals from the console, sports two stereo speakers, and is 5-inches wide. At press time, the price for the bundle or standalone monitor was not yet announced, but Sony said that an optional PSone adaptor for cigarette lighters in cars will ship soon after the LCD (liquid crystal display) monitor.

In Japan, the launch of the monitor was accompanied by a price drop of the PSone, from roughly $108 to $83. Also, several best-selling PlayStation games got the value-price treatment under the title "PSone Books", including *Gran Turismo*, *Crash Bandicoot 2* and *PaRappa the Rapper* (at about $15). There were no similar plans announced for the North American market, where an extensive value-priced Greatest Hits line already exists.

▼ Sony's pegged November 22nd for this pretty little bundle.

SAY WHAT?

Videogame characters say the darndest things. Here are a few quotes that caught our attention:

"Sword? Yeah, right. Time to go to work, guys."
—*Devil May Cry's* Dante, curiously speaking to his twin pistols.

"Ahhh, what a finish. My [illegible] pleasure was all yours."
—*Guilty Gear X* character Johnny, speaking to Anji after she is defeated.

"You're a man...?"
—The President, grabbing your crotch in *MGS2*

NIHON GAME OTAKU

by MAX EVERINGHAM

As I write this, the U.S. is still reeling from the terrorist attack perpetrated on the World Trade Center and the Pentagon. It might surprise some folk to hear that there has been almost as much coverage and analysis of the events over here in Japan as there has been in the U.S. and that everyone is deeply affected by it. The tragedy has affected even the gaming industry, with Namco, for instance, pulling the commercials for its hugely anticipated *Ace Combat 4* game just days before its scheduled release, on account of them displaying aircraft flying around (and sometimes crashing into) buildings.

The big news this month is the launch of that, er, "other" console. With only three games to start with, Sony probably isn't too worried about Gamecube, although looking at the quality of the graphics, I'd say the stage is set for some tremendous competition over the next year or two. But back to *AC4*. I just picked up the flight stick with the game and boy, are the missions cool! The first time you fly up against Stonehenge in the desert is gaming bliss, believe me! And the realistic stick setup really adds to the feeling of flying a fast jet. It's a bit disappointing that there's no force feedback, but it's still way better than using the DualShock. Ads have just started to air on TV for *Shin Sangoku Musou 2* (what a riot of color!) and *Silent Hill 2* is only a week or so away. By the way, the Japanese version of *Silent Hill 2* has English-only narrative and a choice between English and Japanese subtitles, making it perfect for gamers who picked up a Japanese PS2. How cool is that?

RETAIL REPORT & CHART

Sony has just released the official PSOne LCD monitor in Japan. Sales figures aren't out yet, but it looks pretty darn neat and should sell well. Dante tops the charts right now in the gaming stakes, with Konami getting a new entry with their perennially popular *Power Pro Baseball* game. Also, there are four PSOne games listed as top sellers(!).

1. *Devil May Cry* (Capcom) PS2
2. *Power Pro Baseball 8* (Konami) PS2
3. *Everybody's Golf 3* (Sony CEI) PS2
4. *From TV animation ONE PIECE* (Bandai) PS
5. *Parappa 2* (Sony CEI) PS2
6. *Final Fantasy X* (Square) PS2
7. *Summon Night 2* (Banpresto) PS
8. *Toki Meki Memorial 2 Substories* (Konami) PS
9. *Beatmania IIDX* (Konami) PS2
10. *Single1500 Series Vol.71 The love simulation* (D3) PS

Source: The PlayStation 9/29

KONAMI®
Never try to outrun a sniper. You'll only die tired.
Silent Scope 2 Dark Silhouette brings heart-stopping, single and two player arcade action to the PlayStation® 2 computer entertainment system. You'll be armed with the latest hi-tech sniping equipment like the X-Ray Scope in order to thwart terrorist attacks throughout Europe.
With stunning graphics, multiple story lines and four modes of play, Silent Scope 2 delivers hours of sharp-shooting suspense. When there's no place to run all that's left to do is fight.
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Dark Silhouette™
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CONTENT RATED BY ESRB
Blood
Violence
PlayStation®2
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SEGA EYES THE THRONE

Looks to unseat EA as top third-party publisher

Sega boldly restated its goal to be the world's top third-party publisher, unseating EA. Sega claimed that its market share in the U.S. and Japan, currently estimated at 5-percent, would reach 15-percent by the 2003/04 fiscal year, a year they expect to sell 35 million games. That translates into 15 million in the U.S., and 10 million in both Japan and Europe.

Sega Chief Operating Officer Tetsu Kayama noted, "The largest number of our development projects are for PlayStation 2, but we will offer games for other machines by carefully choosing suitable line-ups for each console." To find out what makes for a "suitable" PS2 line-up, PSM chatted with Sega of America's Charles Bellfield, VP of Strategic Planning and Corporate Affairs. "Over the next six to nine months, sports is the first area of attack. Secondly, Sega is looking at bringing some more established franchises and back to life on new platforms, particularly from the Genesis days. The third phase is building new internally developed characters and content, a focus of the last 20-plus years." He continues, "We're building from sports, and looking into the areas where we've been strategically successful: fighting, action-adventure, more mainstream genres. You'll continue to see Sega's innovation in pushing new boundaries: Utilizing voice-recognition and voice-over IP, and new ways of combining music into games." With *NFL*, *NBA*, *Tennis*, and *College Basketball 2K2*, not to mention *VF4*, *Rez*, *Space Channel 5* and a version of *Ecco the Dolphin*, Sega has a full PS2 slate. Bellfield hints that we watch this fall's TGS and a future Gamer's Day for more announcements.

◀ PS2 will see some niche games from Sony, like Ecco the Dolphin, in addition to big-draw sports games.

FAR LEFT: Sega and Charles Bellfield are busy plotting world domination.

VERSUS MODE

Tony Hawk VS T. Hawk

ROUND ONE: Best Known For

TH: History's most famous and influential skater
TH: *Street Fighter's* lame Zangief-wannabe
Advantage: Tony Hawk

TH: Skating legend, a hit with all the ladies
TH: Cheap stereotype, gets hit by all the ladies
Advantage: Tony Hawk

ROUND TWO: Moves

TH: Links tricks with manuals for million-point combos
TH: Shouts "T Hawk" when doing Tomahawk Buster
Advantage: Tony Hawk

TH: Does 360 kickflip mute grab, popshuvit nosegrind
TH: Does hopping chop, mexican typhoon, body press
Advantage: Tony Hawk

ROUND THREE: Making Their Mark

TH: In '99, performed first 900 in competition history
TH: Got shoryukened by Ken in *Street Fighter* movie
Advantage: Tony Hawk

TH: Title character of top-selling videogame franchise
TH: Disappeared after *Street Fighter Alpha 3*
Advantage: Tony Hawk

WINNER: Tony Hawk

It came from the Forums...

What've you been talking about?

In the month of August when we revamped PSMonline.com, there were already readers lighting up the forums before we had a chance to tell you with Issue #50 in September. In less than a month, hundreds of readers combined for well more than 10,000 posts, with topics ranging from the mysterious Tokoya's identity and petitions to bring back Banzai Chibi-Chan to girl gamers, anime and fan art, and in-depth discussions of games, particularly RPGs. In addition to the Console Wars, Codes and Cheats, and Tech Talk sections of the forums, General Discussion and Ask the PSM Staff proved to be the most popular, with PSM editors popping by on occasion. Forum-ites helped each other absorb the tremendous shock of the September's tragic acts of terrorism, as well as usher in news of announcements like the *Resident Evil* series. We'd like to thank PSMOtaku, SINCEISSUE1, SSJDENSETSU, PSMDUDE, PS2Justin, TIDUSX, SkullMonkey (Von Wolf), EVGAD87, Japanime_2 and Vlad(EMMET76), along with countless others, for carrying the forums on their backs from the outset. Special thanks to Ruken (aka Kenneth Azurin), the first forum-ite to notch 1500 posts. We've gotten great feedback on the magazine and the website, and we'll be looking at several ways to incorporate both the content and the suggestions generated on the forums into future issues of PSM. Thanks, guys!

> ***"Hundreds of readers combined for more than 10,000 posts"***

HITS & MISSES

What's hot and what's not in the gaming world

+

MAY I SEE YOUR LICENSE?
Activision, beefing up an already impressive list of Marvel comic book licenses including X-Men, Blade and Spider-Man, has nabbed the exclusive rights to make next-gen games based on the Fantastic Four and Iron Man. As with its PS2 game *Spider-Man: The Movie*, the games should release alongside upcoming 2003/04 movies for Iron Man (New Line Cinema) and Fantastic Four (Twentieth Century Fox). Also, the developers and publishers of next-gen games based on the Teenage Mutant Ninja Turtles (remember them?) will be announced as further details emerge on an animated series, a live-action mini-series, and a CGI feature film by Mirage Studios and Digital Film Entertainment emerge. John Woo and Terence Chang will produce the film.

DVD ON THE RISE
Blockbuster is reducing the shelf space held by VHS tapes and videogames by 25 percent to make room for more DVDs, a format whose revenues from sales have doubled in sales and tripled in rentals in the last year. Much of the videogame cutbacks are destined to be from PSone and N64 (whose libraries produce less and less titles) rather than PS2. Also, according to a survey conducted by Sony Computer Entertainment of America, 93% of PS2 owners have used the console to watch a DVD.

FINAL FANTASY VOICES
For a change, some good news for *Final Fantasy* fans came in the wake of an announced January release date for *Final Fantasy X*, which was once slated for February. Square EA also announced that James Arnold Taylor (Wallis from *Futurama*, the film *A Moment of Silence*) will voice the role of Tidus, and that Hedy Burress (the TV series *Boston Common*, and the film *Valentine*) will voice Yuna in the US version.

–

TWISTED METAL BLACK-LISTED
Charitable organization SANE Australia has criticized *TMB* for its "unacceptable" depictions of mentally ill characters, whom TMB describes as a "twisted bunch of freaks... outcasts of society, fruitcakes, loonies, nutcases." SANE has made a public plea for Sony to retract it from store shelves. The National Alliance for the Mentally Ill (NAMI) voiced similar protests.

Go to Hell

Come to Eden

PLAY IN SINGLE PLAYER MODE, OR WITH UP TO 4 OTHERS IN MULTIPLAYER.

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TREAD LIGHTLY. THE DEPTHS BELONG TO TWISTED CULTS, MUTANTS AND HIDEOUS CREATURES THAT WERE NEVER MEANT TO EXIST.

TEEN T CONTENT RATED BY ESRB

Blood and Gore
Violence

PlayStation 2

PC CD

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SUZANE RICKS
UNSPOILED VIEWS

RATING PENDING
RP
CONTENT RATED BY ESRB
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PlayStation 2

XBOX

NINTENDO GAMECUBE

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Checkpoint

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

November's New Releases

PS2

TITLE	GENRE	PUBLISHER
Adventure Pinball: Forgotten Island	Other	EA
Baldur's Gate: Dark Alliance	Adventure	Interplay
Capcom Vs. SNK 2	Fighting	Capcom
Crime Patrol	Action	Digital Leisure
Dark Summit	Action	THQ
Deus Ex	Action/RPG	Eidos
Dynasty Warriors 3	Action	Koei
ESPN National Hockey Night 2002	Sports	Konami
ESPN NBA 2Night 2002	Sports	Konami
Evil Twin: Cyprien's Chronicles	Adventure	Ubi Soft
F1-X Downforce	Racing	Titus
FIFA Soccer 2002	Sports	EA Sports
Forever Kingdom	RPG	Agetec
Frequency	Music	Sony
Frogger: The Great Quest	Action	Konami
H2Overdrive	Racing	Crave
Herdy Gerdy	Adventure	Eidos
Hidden Invasion	Action	Crave
Hot Wheels Monster Trucks	Racing	Ubi Soft
James Bond 007 in Agent Under Fire	Action	EA
Jeremy McGrath's Supercross World	Racing	Acclaim
Jimmy Neutron Boy Genius	Action	THQ
Jonny Moseley Mad Trix	Sports	3DO
Legends of Wrestling	Action	Acclaim
Legion: Legend of Excalibur	Adventure	Midway
Metal Gear Solid 2: Sons of Liberty	Action	Konami
NBA 2K2	Sports	Sega
NBA Live 2002	Sports	EA Sports
NBA Shootout 2002	Sports	Sony
NCAA Final Four 2002	Sports	Sony
NCAA Gamebreaker 2002	Sports	Sony
NFL GameDay 2002	Sports	Sony
NHL Faceoff 2002	Sports	Sony
Pirates of Skull Cove	Adventure	EA
Police 911	Action	Konami
Salt Lake 2002	Sports	Eidos
Shadowman: 2second Coming	Adventure	Acclaim
Shaun Palmer's Pro Snowboarder	Action	Activision
Shifters	Action	3DO
The Simpsons Road Rage	Action	EA
Splashdown	Racing	Infogrames
SSX Tricky	Sports	EA Sports
Star Trek: Shattered Universe	Action	Interplay
Star Trek Voyager: Elite Force	Action	Majesco
Sunny Garcia Surfing	Sports	Ubi Soft
Tetris Worlds	Puzzle	THQ
Tony Hawk's Pro Skater 3	Sports	Activision
Tsugunai Atonement	RPG	Atlus
Vampire Night	Shooter	Namco
Wave Rally	Racing	Eidos
Wizardry: Tale of the Forsaken Land	RPG	Atlus
Woody Woodpecker	Action	Dreamcatcher
World of Outlaws Sprint Cars	Racing	Infogrames
Worms Blast	Action	Ubi Soft
WWF SmackDown! "Just Bring It"	Wrestling	THQ
Zorro	Action	Dreamcatcher

Future Outlook

NOVEMBER PS

TITLE	GENRE	PUBLISHER
Bear in the Big Blue House	Other	Ubi Soft
Dragon Warrior VII	RPG	Enix
E.T.: Interplanetary Adventure	Adventure	NewKidCo.
FIFA 2002	Sports	EA Sports
Harry Potter/Sorcerer's Stone	Adventure	EA
Mega Man X6	Action	Capcom
Men In Black: Crashdown	Action	Infogrames
NBA Live 2002	Sports	EA Sports
Planet of the Apes	Action	Ubi Soft
Scrabble	Other	Ubi Soft
Snoopy Adventure	Adventure	Infogrames
Tony Hawk's Pro Skater 3	Sports	Activision
Twisted Metal Small Brawl	Action	Sony

DECEMBER PS2

TITLE	GENRE	PUBLISHER
Blood Omen II: Legacy of Kain	Action	Eidos
Burnout	Racing	Acclaim
Conflict Zone	Action	Ubi Soft
Grandia II	RPG	Ubi Soft
J&D: Precursor Legacy	Action	Sony
Jade Cocoon 2	RPG	Ubi Soft
King's Field IV	RPG	Agetec
Mega Race 3	Racing	Dreamcatcher
Rainbow Six: Rogue Spear	Action	Ubi Soft
Rayman Arena	Action	Ubi Soft
The Weakest Link	Trivia	Activision

DECEMBER PS

TITLE	GENRE	PUBLISHER
Atari Anniversary Edition	Action	Hasbro
Cubix Robots	Action	3DO
Gunfighter: Jesse James	Action	Ubi Soft
Hooters: Road Trip	Action	Ubi Soft
V.I.P.	Action	Ubi Soft
You Don't Know Jack Vol. 6	Trivia	Vivendi Uni.

JANUARY PS2

TITLE	GENRE	PUBLISHER
Aliens: Colonial Marines	Action	EA
Caesar's Palace	Other	Take Two
Commandos 2	Action	Eidos
Drakan: The Ancient's Gate	Action	Sony
ESPN Int. Winter Sports 2002	Sports	Konami
ESPN Snowboarding 2002	Sports	Konami
Eve of Extinction	Action	Eidos
Final Fantasy X	RPG	Square EA
Hot Shots Golf 3	Sports	Sony
Jurassic Park III: Survival	Action	Universal
Maximo	Adventure	Capcom
Monster Jam Maximum Overdrive	Action	Ubi Soft
Namco Museum	Action	Namco
Parappa 2	Music	Sony
Star Wars Racer Revenge: Racer II	Racing	LucasArts
State of Emergency	Action	Rockstar
Tribes	Action	Sierra

Cool Stuff

Here's a look at some of the hottest new gear that everyone's talking about

Thrustmaster's Fighting Arena

$79.95/Available Now

◀ Your on-screen fighter will mimic your every move with no latency. You can also perform combos, with practice.

Although PS2 is a huge leap ahead of PSone's power, a central complaint is that the variety of interactive peripherals and accessories hasn't made so large a jump. While driving wheels mildly accentuate the experience of a racing game, for instance, few peripherals enhance the sheer physical interaction on the level of dance pads with dancing games. Finally, Thrustmaster has put forth a solid effort to change the way we pull the strings in fighting games—by enabling you to throw the punches and kicks yourself.

The Fighting Arena employs two sets of no-latency photo sensors to simulate the face buttons: the front set (representing square and triangle) offers two different punches, while kicking to the left or right side simulates X and circle. The mat on which you stand mimics the D-pad, provides all four shoulder buttons and is a fully-functional dance pad to boot. It is compatible with all PS2 and PSone fighting games, but it will obviously require lots of practice and coordination to master and is designed solely for hardcore fighting fans interested in a more interactive way of playing. You'll definitely break a sweat.

Hot In December

TOP 10 DVDs

OUR TOP PICK:
SCARY MOVIE 2
12/04/01
An aptly-told, chilling narrative of classic horror? Not by a long shot. A worthless waste of time featuring way too many Wayanses? Quite possibly. A hilarious, tactless spoof of just about everything? You bet.

2. Bill and Ted's Excellent Adventure	12/04/01
3. Almost Famous Bootleg Cut	12/04/01
4. Pearl Harbor	12/04/01
5. A.I. Artificial Intelligence	12/18/01
6. Dirty Rotten Scoundrels	12/04/01
7. Jurassic Park III	TBA
8. Babylon 5—In the Beginning/Gathering	TBA
9. Human Traffic	12/12/01
10. Bill and Ted's Bogus Journey	12/04/01

TOP 5 MOVIES (Theater)

OUR TOP PICK:
LORD OF THE RINGS 12/19/01
Based on one of the great, archetypal works of fantasy, and backed by mega-bucks, *The Fellowship of the Ring*—the first of the *Lord of the Rings* trilogy—just might unseat *Star Wars* as the blockbuster fantasy series to beat.

2. **Not Another Teen Movie** 12/14/01
More crude and vulgar than most any other teen movie, this spoof-of-spoofs had its raunchy trailers pulled from the Internet.
3. **Bad Company** 12/25/01
A street hustler (Chris Rock) fills in for his twin brother, an undercover CIA agent, after the tutelage of a veteran (Anthony Hopkins).
4. **The Time Machine** 12/25/01
Hot off the brain-teaser *Memento*, Guy Pearce travels 800,000 years into a very grim future envisioned by H.G. Wells' novel.
5. **Ocean's Eleven** 12/07/01
In this updated remake featuring a huge Hollywood cast, 11 gangsters stage heists in a series of Vegas casinos.

SALES CHARTS - NPD TRSTS Video Game Service

PS2 – MID-AUGUST

1. GRAN TURISMO 3

2. NCAA Football 2002
3. NBA Street
4. Gundam: Journey to Jaburo
5. Twisted Metal Black
6. Extermination
7. MX 2002
8. Rune: Viking Warlord
9. Red Faction
10. Tekken Tag Tournament

PSone – MID-AUGUST

1. FF TACTICS

2. Gran Turismo 2
3. Spyro: Year Of the Dragon
4. Final Fantasy Chronicles
5. Madden NFL 2002
6. Crash Bash
7. Tony Hawk's Pro Skater 2
8. Tekken 3
9. Syphon Filter 3
10. MLB 2002

ACCESSORIES – MID-AUGUST

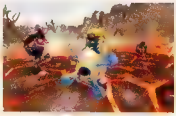
1. PS2 8 MB MEMORY CARD

2. Sony Dual Shock 2
3. Mad Catz PS2 Mem. Card
4. Sega Dreamcast VMU
5. Sega Dreamcast Control Pad
6. Sony RFU Adapter 3
7. Sony PSone Mem. Card
8. Nyko PS2 Omega Controller
9. InterAct RFU Adapter
10. InterAct Gameshark 2

PSM'S BIG GAME UPDATE

1. Metal Gear Solid 2

After what seems like an eternity, Snake and *MGS 2* are finally upon us (on Nov. 13). But even after all the hype and this issue's coverage, try not to forget that there some "other" games out there...



2. Jak & Daxter

Right about now, the principle work on *Jak And Daxter* is finished, and Naughty Dog has moved on to bug testing, to help ensure that Sony's innovative action/platformer makes its mid-December release date.

3. State Of Emergency

The controversial November release of Rockstar's action title *Grand Theft Auto 3* should help prime you for the Q1 '02 (probably February) release of the even more mayhem-filled *State of Emergency*.

4. Maximo

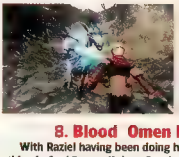
Capcom is really lining its pockets with great sales from solid PS2 games. Look for *Maximo* (January/February) to continue the streak started by *RE: Code Veronica X, Devil May Cry* and *Capcom Vs. SNK II*.

5. Spider-Man: The Movie

Along with each new theatrical trailer, the PS2 game—which has more villains beyond the movie—looks more enticing. Expect it along with the film in May 2002.

6. Test Drive

A true successor to *GT3* has failed to materialize so far, but Infogrames has pushed back *Test Drive* from fall to early next year to keep fleshing out the vehicles and environments, as well as a new story mode.



7. Final Fantasy XI

Don't expect it stateside until a few months after it's April launch in Japan: The slow rollout of online play in the U.S. compounds the fact that Square doesn't want to cannibalize *FFX* sales starting in January.

8. Blood Omen II

With Raziel having been doing his thing in *Soul Reaver II* since October, we can now look forward to Kain and *Blood Omen II* possibly as early as Thanksgiving, and failing that, definitely in December.

9. Aliens: Colonial Marines

There aren't too many FPS games these holidays, but EA is content to let Q4 2001's big action games fight it out before releasing *Aliens: Colonial Marines* in January.

10. Terminator

After seeing an early version of the game, a "prequel" set during the 2029 events leading up to the first film, summer 2002 seems too long a time to wait. We're anxious to take on SkyNet's Terminators and Hunter Killers.

START
PlayStation 2

Enter a world of enchantment. You are ICO, a mysterious boy on a quest. Expelled from your village to an isolated castle. You have eerie dreams of rescuing a princess from the evil spirits. Your wits are your only weapon in your crusade. Can you outsmart the evil queen and lead the enchanted princess to freedom?
ICO
Solve the puzzles or join the tormented souls forever
T
Violence

ELECTRONICS BOUTIQUE PRESENTS:

XBOX

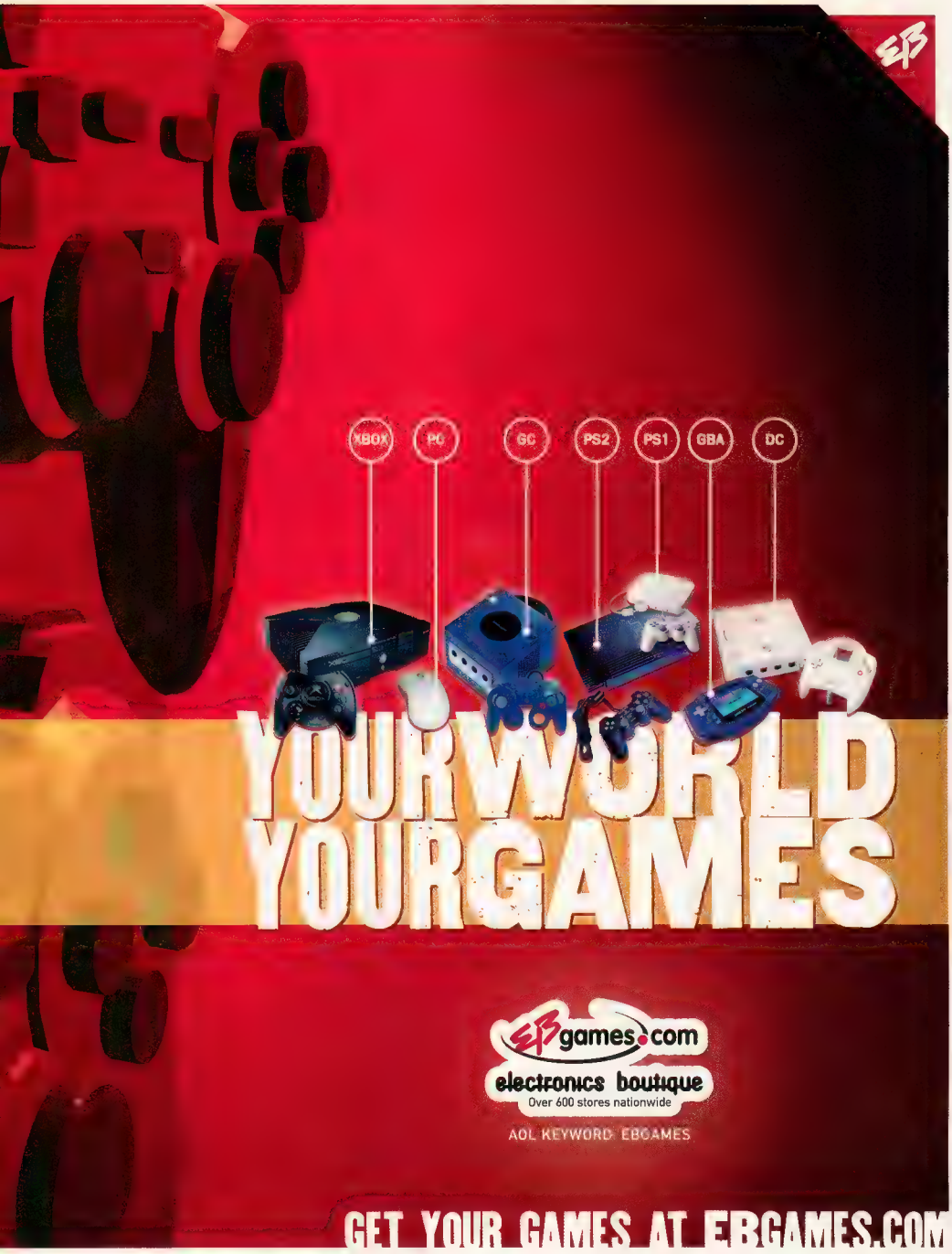
PLAYSTATION 2

GAMECUBE

PC GAMES

DREAMCAST

spread. the. word.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grand theft auto III

WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO3

Blood
Violence
Strong Language

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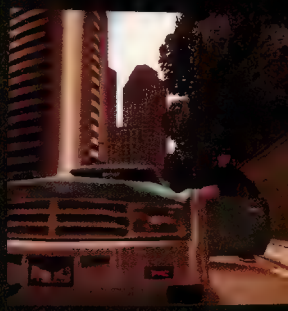
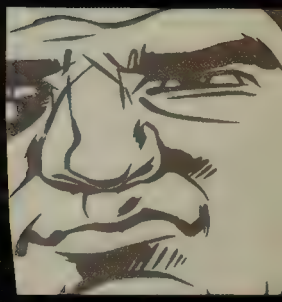
"GRAND THEFT AUTO 3 EXPANDS THE VERY IDEA OF WHAT A GAME HAS TRADITIONALLY BEEN"
– IGN.COM





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EVERYONE E CONTENT RATED BY ESRB

VIOLENCE

REVIEWS

The world's most accurate, in-depth game analysis

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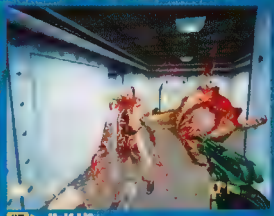
METAL GEAR SOLID 2

World-exclusive first review of the biggest game of the year! pg. 36

Illustration: Joe Markreira, Tim Townsend, Liquid!

Be sure to check out these top games!

45 ▶ Crash Bandicoot



47 ▶ Half-Life

OUR SCORING SYSTEM

10	▶ CLASSIC A rare gem; Our highest recommendation	
9	▶ OUTSTANDING One of the better games this year	
8	▶ VERY GOOD You can't go wrong	MUST-BUY
7	▶ GOOD A solid game	
6	▶ OKAY Kind of fun, but no big deal	
5	▶ SO-SO You've got to love the subject matter	
4	▶ LACKING Big flaws really hurt this game	WARNING
3	▶ BAD Not fun at all	
2	▶ AWFUL This game is an insult	
1	▶ WHY? Why would anyone do this to us?	

We take our reviews very seriously. We spend hours upon hours playtesting each title to give you the best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold PSM Must-Buy award. We don't hand them out easily, so if you see one on a review, a game box or advertising, be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.

PSM MUST-BUY

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	ACTION/ADVENTURE	KONAMI	KCEJ	1	1 DVD	MATURE

PSM GAME OF THE MONTH

METAL GEAR SOLID 2 SONS OF LIBERTY

▲ Snake has a lot of new sneaky moves, such as the ability to peek around corners. The goal is to *avoid* confrontation.

EXCLUSIVE: The world's first review, spoiler-free

Okay, no messing around: does *MGS2* live up to the hype or not? The answer is yes, yes, yes, and no. It's going to be tough to explain myself without spoiling the game's many twists and surprises, but I'll try my best. If you *want* to be spoiled, you can read our massive *MGS2* Strategy Guide for more insight into what I say here.

First, the obvious: this game is drop-dead gorgeous. It's a shame that titles like this weren't available at the PS2's launch, because it really shows what the hardware can do. Hyper-detailed environments, amazing special effects, true reflections and shadows, all at a smooth 60 frames per second — this is what next-gen gaming is all about.

▲ Solid Snake = badass. As tough as he is though, he tries to avoid fighting and killing. His new Tranquilizer gun will help.

HOW IT STACKS UP

1	▶ Metal Gear Solid 2 (PS2)	10 out of 10
2	▶ Devil May Cry (PS2)	10 out of 10
3	▶ Resident Evil Code: Veronica X (PS2)	8 out of 10
4	▶ Extermination (PS2)	8 out of 10
5	▶ Winback (PS2)	7 out of 10

The game controls just like the first *MGS*, but with plenty of new moves for Snake to put to use. He can now hop over rails, hang by his hands and drop down on guards, peek around corners, perform a diving roll and more. The real depth, however, comes from the amazing level of interaction between Snake and his enemies. The guards are much smarter this time around, and it takes detailed strategies to confront them. You can put a guard to sleep, take him hostage, distract him, destroy his radio so that he can't call for backup, scald him with hot steam, wound his legs to keep him from running, wound his arms to keep him from holding his gun... the list just goes on and on. Interacting with a guard has that rare gameplay "magic" that's hard to put into words — that amazing "pick-up-and-play" quality that the classic games all seem to have. ▶

▲ Snake and Otacon operate by themselves, which means they're a thorn in the side of every military organization in the world — even ours. What's Snake up to, anyway?

▶ It's disappointing, though, that Snake's arsenal hasn't grown much. It consists almost entirely of weapons and items from the last game, with only a couple notable additions. Zooming in with the Sniper Rifle and guiding a Nikita missile are as fun as ever, but I would have loved more new toys to play with.

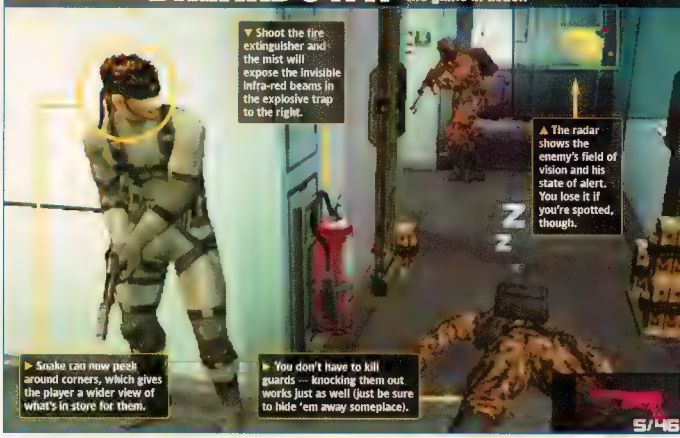
Any *Metal Gear* fan will know to expect an incredibly involved story, and *MGS2* delivers the goods, and then some. There are loads of sub-plots, with so many unexpected twists that I lost count. Believe me, these shockers will go down as some of the best-kept secrets in videogame history. I mean... WOW. People will be talking for *years*.

As much as I love the surprises though, the story runs into some trouble later on. Eventually there are just so many sub-plots, double-crosses and double-double crosses that the story becomes an unwieldy beast, like the developers tried to squeeze too much stuff in. The game's focus shifts away from the strength of its characters and gets bogged down in political and philosophical mumbo-jumbo that just isn't as compelling. I do like the fact that the story has many deeper meanings and undertones, but sometimes it's layed on so thick that it gets difficult to figure out what's supposed to be going on.

That's one of two reasons why I've had a hard time deciding how to score this title. The other is that the areas you explore early on are more interesting than the rest of the game. Don't get me wrong, the remainder of the game is still amazing — it just doesn't quite live up to those first rooms (the ones from the *MGS2* demo disc), which have been polished to perfection. ***(continued on pg. 38 ▶)***

PSM BREAKDOWN

An up-close look at the game in action



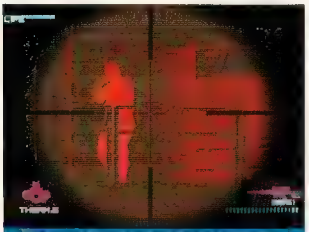
▼ Shoot the fire extinguisher and the mist will expose the invisible infra-red beams in the explosive trap to the right.

▲ The radar shows the enemy's field of vision and his state of alert. You lose it if you're spotted, though.

▶ Snake can now peek around corners, which gives the player a wider view of what's in store for them.

▶ You don't have to kill guards — knocking them out works just as well (just be sure to hide 'em away someplace).

> "These shockers will go down as some of the best-kept secrets in videogame history. I mean... WOW."



▲ The Thermal Goggles are best, but not indispensable during certain parts of the game. Using them in combination with the PSG1 sniper rifle will offer a big advantage.

▲ Certain situations call for Night Vision Goggles. Here, a hidden path is revealed that the naked eye couldn't see.

▼ One of the coolest new additions is the ability to "hold up" an enemy. If you catch them with their guard down, you can dispose of them with ease. Even better, you can earn extra items by aiming at the guard's head or crotch area.

▲ Computers are very useful in this game.

▲ The storyline stands on the strength of its characters. When the plot shifts its focus from these personalities to vague political and philosophical points, the game loses some of its punch.

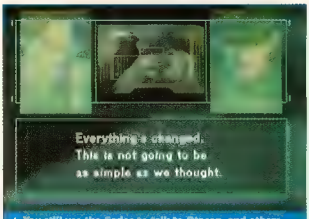
But if there are any disappointments to be found in *MGS2*, it's only because the game raises the bar so high that parts which are only "very good" seem sub-par. I ultimately decided to go with a score of 10 because, while the game isn't perfect, it generally plays at a level even higher than our scoring system will allow. And I don't want anyone to mistake the fact that this game is plenty good enough to be considered a true classic, a game that we'll continue to hold in high regard years and years from now.

So, despite a couple of rough spots, *MGS2* is still a no-brainer for PS2 fans. Buy it, you'll love it. You'll scratch your head at some parts, but you will have wet yourself with excitement so many times that you won't really care. Most games would be lucky to have just one classic "moment", a scene that makes such an impression that gamers talk about it for years. *MGS2* has one of those nearly every *hour*.

The game takes about as long to beat as the first *MGS*, which is fine by me, and after you beat it, you'll immediately want to play through again (and there are plenty of bonus secrets to make it worth the effort). Plus, while the storyline is very linear, the gameplay allows for such a creative use of strategies and techniques that no scenario is quite the same twice. Hey, I squeezed nearly 20 hours out of the demo version, so I should be playing the full game, for what... a year? :-)

▶ **Chris "Solid" Slate**

▲ You can interact with just about everything you see.



▲ You still use the Codec to talk to Otacon, and others.

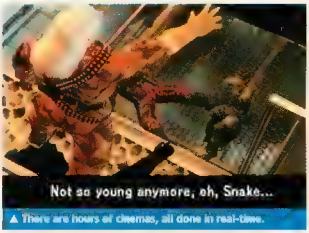
▲ You can pack a lot of camera shots onto a Memory Card.

"I squeezed nearly 20 hours out of the demo version, so I should be playing the full game, what... a year?"

▲ GAH! Even Snake can't win *this* battle.

▲ It's amazing how clever this game is. When Snake steps in front of this projector, troops see his shadow on-screen.

▲ Get spotted, and tougher enemies will come after you.



▲ There are hours of cinemas, all done in real-time.

PSM FINAL SCORE 10/10

CLASSIC

THE game of 2001 has lived up to its high expectations, and then some. This game is the reason you bought a PlayStation2.

PSM MASTERPIECE

□ P+K

X KICK

O PUNCH

△ HOLD

R1 H+P

L1 H+K

R2 } H+P+K
L2

ACTION

F+K F+P

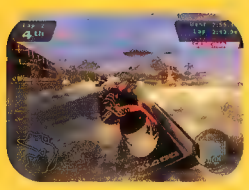
F+P+K F+P+K

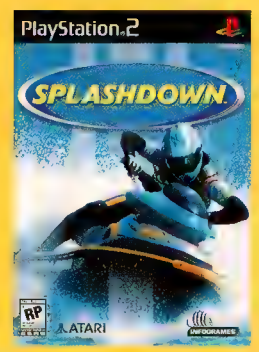
△ FREE

□ P+K O P

X K

STEP STEP





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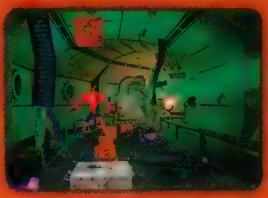
PlayStation 2
IT'S CRASH'S TOUGHEST ADVENTURE YET.
EVERYONE
E
CONTENT RATED BY
ESRB
Mild Violence



More Pain. More Game.

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PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	FIGHTING	SAMMY	ARC SYSTEMS	1-2	1 DVD	TEEN

GUILTY GEAR X

Few companies have been able to duplicate the quality of Capcom and SNK's 2D fighting games. However, it's no surprise that Sammy accomplished this feat, since its development team, Arc Systems, is composed of some members from both of these experienced companies.

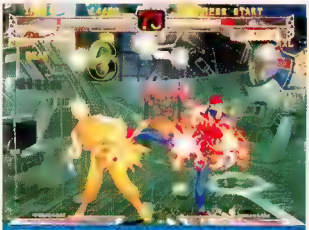
Guilty Gear X's main strength lies in its game engine. It most closely resembles a combination of *Darkstalkers* and the *Versus* series, which means that players can execute numerous special moves, chain combos, air combos, and super moves in complete fluidity.

GGX also offers a variety of well-designed combatants. Sammy concentrated on making the small list of characters unique, instead of including hordes of similar characters. Art Systems has composed each character in high-res, so the grainy cut-and-paste look, conspicuous in many of Capcom's fighters, has been eliminated.

Unfortunately, some of the characters (especially the bosses) are way too powerful. Not only does this hinder the game balance, but it makes many battles beyond frustrating. Also, considering that most gamers will spend more time with the one player game, I'm quite surprised that Sammy neglected to include a mode similar to *Alpha's* World Tour, where players could build up characters and fight in various matches.

Still, these faults don't significantly ruin the overall experience. If you're a hardcore fan of fighters, you owe it to yourself to snag a copy of this gem.

▶ Tokoya



▲ The beautiful graphics definitely make this game stand out, but the super-fluid controls make it a winner.

PSM FINAL SCORE 8/10 — VERY GOOD
With great graphics, fluid controls, and cool character design, you won't be disappointed with *Guilty Gear X*.

PSM MUST BUY

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	SPORTS	EA SPORTS	EA CANADA	1-8	1 CD	EVERYONE

NHL 2002

There's nothing like taking to the slab to munch the biscuit in a friendly game of shinny. In case you're not a puck-head, that's means there's nothing better than playing hockey. And when it comes to videogames, there's no hockey better than EA's always stellar *NHL* series.

Incredibly, EA has managed to jam even more stuff into *NHL 2002*, an undeniably brilliant game. New additions include a cool breakaway camera, a new color commentator who brings some humor to the game, and a more cinematic presentation.

The other major addition to the *NHL* franchise this year is the addition of NHL cards, which have to be earned by completing different hockey tasks at different skill levels. It keeps the game fresh, and the nearly 200 hundred cards are colorful and very cool.

Visually, the game is spectacular, with great reflections and face mapping. The animations have been improved with some incredibly life-like dekes and big hits. So why isn't this game a solid 10? One problem that nagged us was the defensive AI. Many times our defensemen didn't move quickly enough without us taking control of them.

NHL 2002 may be even better than last year's superb hockey game. It has improved graphics, more options and those cool cards. It's certainly a lot more fun than a mouthful of bloody Chiclets (hockey for broken teeth)!

▶ Jim Preston

▲ Every year, EA mysteriously, but consistently, manages to improve the only hockey series worth owning.

PSM FINAL SCORE 9/10 — OUTSTANDING
What do you expect? It's EA, so that means superb controls and amazing extras. We just wish the defense was a tad bit tighter.

PSM MUST BUY

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RPG	SONY CEA	SONY CEI	1	1 DVD	TEEN

OKAGE: THE SHADOW KING

How many times can you save a princess? How often is the world threatened by a great, apocalyptic evil? How many bitter, angst-ridden heroes with big swords are summoned to shoulder the weight of the world in times of need? Well, according to nearly every console RPG, the answer is pretty damn often.

When a game like *Okage* comes along with its strange premise, unique designs and goofy characters, it shatters the typical console RPG mold. You begin the game as a quiet, reserved young boy named Ari, who is largely ignored by the people in town. One day, his sister falls under a curse and Ari is "chosen" to save his sister by becoming host to a self-proclaimed devil named Stan. Or to be more specific, his shadow becomes host to Stan.

Ari must travel the land in search of a way to rid himself of Stan by helping Stan regain his evil powers. Along the way, he bumps into all sorts of wacky characters. Yes, it's a strange idea, but it's wonderfully done with a good dose of goofy humor and plot twists, which blend nicely with the game's quirky look.

Okage does suffer from a few setbacks, like long load times and a boring battle interface. For a traditional RPG to lack good dungeon designs or a snappy battle interface is almost a crime. And *Okage* falls short in both respects, its dungeons are drab and its battles can often be tedious. But, as a game that has a lot to offer players tired of the same ol' swords 'n' sorcery rigmarole, *Okage* is definitely a better than average experience.

▶ Francesca Reyes

▲ Weird, but good: *Okage*'s quirky cast of characters avoids a lot of RPG clichés and offers a nice alternative.

PSM FINAL SCORE 6/10 — OKAY
Quirky and unique, RPG nuts will be able to look past *Okage*'s shortcomings to find a few diamonds in the rough. The game is not without its tedious bits, though...

10.98

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	ESRB RATING
	PLATFORM	UNIVERSAL	TRAV TALES	1	EVERYONE

▲ Crash's latest adventure looks stunning most of the time. It's also pretty fun — just full of little annoyances.

CRASH BANDICOOT: THE WRATH OF CORTEX

It's got the potential, but not the polish

There's no doubting that this looks and sounds very much like a *Crash Bandicoot* game. In fact, in keeping with tradition, it's one of the best-looking titles available on PS2 at the moment. However, Crash's first three adventures definitely relied on more than just pretty graphics — they were all about finely-tuned gameplay, and that's unfortunately where this installment misses the mark.

Despite the basic control fundamentally feeling "right", there are just way too many instances in the game where you'll die needlessly because the collision detection is off, or it's too difficult to judge the location of platforms, enemies, and other hazards in relation to Crash. Also, the levels, while wider, end up seeming too sparsely populated as a result. Then there's the significant issue of downright awful load times, which average about 50 seconds just to enter or exit a level, which really hurts the experience.

The game does deserve credit for featuring a lot of gameplay variety, plus cool new vehicles and acquired skills, especially the new Atlusphere segments, which provide a nice change from the norm and a lot of fun.

Crash Bandicoot: The Wrath of Cortex isn't a horrible game — it just has a lot of rough edges, and really doesn't offer that much new for fans of the series. We could have excused that last bit if it were as finely tuned and tweaked as the last three games, but it simply isn't. There's still some real fun to be had, it just comes at a price (and lots of waiting).

▶ **Randy Nelson**

HOW IT STACKS UP

1	▶ Rayman Revolution (PS2)	9 out of 10
2	▶ Klonoa 2: Lunatea's Veil (PS2)	8 out of 10
3	▶ Crash Bandicoot: TWOC (PS2)	6 out of 10
4	▶ Fur Fighters (PS2)	6 out of 10
5	▶ Stretch Panic (PS2)	5 out of 10

PSM FINAL SCORE 6/10

OKAY
Prettier graphics aside, there's not much you haven't seen or played before — and better — in the series. With more tuning, it could have been a worthy successor to Naughty Dog's legacy.

▲ If not for weird play balance, the bosses would be very easy. Plus, the frequent, long load times are just plain painful.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	FLIGHT COMBAT	NAMCO	NAMCO	1-2	1 DVD	EVERYONE

ACE COMBAT 4

There's never been a more realistic looking or playing flight combat simulator on a console than *Ace Combat 4*. Under the hood, it's more of a solid evolution of the series than a real revolution, but even its longtime fans will be impressed by what Namco has managed to pull of on-screen and in the cockpit.

AC4 boasts some of the best presentation of any PS2 game to date. Even the anime-style, still-frame story sequences (which change depending on your performance) are wonderfully produced and very engaging.

On the visual front, there are often times when distinguishing the lavishly modeled terrain and real-world fighters from actual footage is tough. The environments skew more towards the look of legitimate combat theaters, so they're a little on the sparse side at times, but still stunning nonetheless. Audio-wise, *AC4* is also top notch — the in-cockpit radio traffic and stirring combat music really compliments the on-screen action well.

AC4's well-thought-out missions are backed up by excellent (and highly accurate) flight models for each jet. Smart use of analog buttons control things like radar range and lock-ons (which zoom in on targets when pressed harder). Enemy pilots have never been craftier, and dogfighting them is a rush. There are also plenty of truly thrilling moments — including carrier landings!

This game isn't about being flashy — it's about being realistic and fun — and it scores direct hits on both fronts. If you're an armchair fighter jock, strap in and feel the Gs.

▶ **Randy Nelson**

▲ Recreating the heart-pounding intensity of what it must feel like to fly actual fighters is something AC4 excels at.

PSM FINAL SCORE 9/10 — **OUTSTANDING** Flight sim fans will really eat this game up. Anyone searching for an arcade experience will find it realistic, but still very playable.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	ACTION	UBI SOFT	UBI SOFT	1	1 DVD	EVERYONE

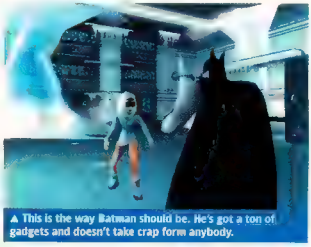
BATMAN: VENGEANCE

What *Batman: Vengeance* does very well is faithfully capture the cinematic and overly gritty flavor of the popular Warner Brothers animated series. You totally feel like you're playing your way through an episode of the show and that's the way games like this should be. The presentation is simply top-notch and the voice-acting is easily some of the best ever heard in a videogame.

The unfortunate thing, though, is that the underlying gameplay doesn't provide much of a challenge for more experienced gamers. The mixture of action, driving and puzzle-solving elements is well balanced, but the overall pacing seems a bit off. There are often moments when the game seems to slow down dramatically. Fortunately, there are also those moments when you're hit with action sequence after sequence and that's when the game truly shines. The only other gripe I have is with the responsiveness of some of Batman's moves. I often had problems with the double-jumping, which caused a good number of unnecessary deaths.

Still, with *Batman: Vengeance*, Ubi Soft is definitely heading in the right direction. Next time, I just hope that the gameplay is designed to cater to the hard-core market, as well. This time, casual gamers still a very good *Batman* game to look forward to. That's more than can be said of most of Batman's past videogame adventures.

▶ **Stephen Frost**



▲ This is the way Batman should be. He's got a ton of gadgets and doesn't take crap form anybody.

PSM FINAL SCORE 6/10 — **OKAY** While I wished the gameplay could have been more challenging, the sheer quality of *Vengeance*'s presentation still make this Batman adventure an enjoyable one to go through. I just hope that there's going to be a sequel.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RPG/SIM	VICTOR	NATSUME	1	1 DVD	EVERYONE

HARVEST MOON

From SNES to PS2, *Harvest Moon* has been a series that has endured across numerous generations of consoles. And for a string of games based around farming and tending to a ranch, that's a really good stretch. But for any gamer curious enough to try their hand at raising animals, getting to know townspeople, and tilling some serious soil, *Harvest Moon* is unparalleled. The latest incarnation of the series, *Save the Homeland*, is by far the best of the bunch.

With a wonderfully updated look from its 2D, sprite-based predecessors, *Save the Homeland* now takes place in a fully 3D world, with a cel-shaded look fashioned after games like Sega's *Jet Grind Radio*. It's a whimsical style that perfectly suits the expanded gameplay.

As a young man who suddenly inherits his grandfather's farm on the outskirts of a small town, players are in charge of finding a way to save the area from being turned into theme park. You're encouraged to build relationships with townspeople and master other tasks outside of mere farming. These succeed in making *HM* more of a role-playing experience than a simple resource management game. It's addictive, unique, and there's plenty to do and discover throughout the adventure. And, with multiple endings, you'll want to try it more than once.

Harvest Moon: Save the Homeland might not appeal to everyone, but for those willing to think outside the box a wonderfully rewarding experience awaits, and we wholeheartedly recommend giving it a shot.

▶ **Francesca Reyes**

▲ It requires a lot of effort, but this game rewards you with great characters, tasks, and unexpected goodies.

PSM FINAL SCORE 8/10 — **VERY GOOD** While it's not for everyone, *Save the Homeland* serves as a great example of how rewarding niche gaming can be.

PS2

TYPE	PUBLISHER
FPS	SIERRA
DEVELOPER	# OF PLAYERS
GEARBOX	1-2
ESRB RATING	
MATURE	

▲ The PS2 version of *Half-Life* has benefited greatly from enhanced graphics and new modes.

HALF-LIFE

It's been a long time coming, but Sierra's highly acclaimed first-person shooter, *Half-Life*, has finally made an appearance on the PS2. Not only that, but it's also brought along some enhanced graphics and additional modes.

Following the adventures of Gordon Freeman, a scientist at the Black Mesa Research Facility, Half-Life takes you through a rather unpredictable story full of carefully scripted events and surprises. Just when you think you know what's going on, something happens that totally catches you off-guard.

The key to any quality FPS is how well it controls. And in that regard, *Half-Life* succeeds flawlessly. The controls are well laid out and make perfect sense. The "auto-targeting" system makes aiming and switching between enemies extremely easy and the constant 60fps (aside from a few hiccups) means that Gordon responds like a dream.

Frankly, *Half-Life* is easily the best FPS currently available on the PS2. Its well-crafted storyline and constant surprises combine to form a highly immersive gaming experience. Aside from some annoying load times, there's nothing really else major to complain about. That's pretty impressive when you consider that the PC game was originally released back in 1998. I guess it's just aged well over time.

▶ **Stephen Frost**

PSM FINAL SCORE 9/10

OUTSTANDING

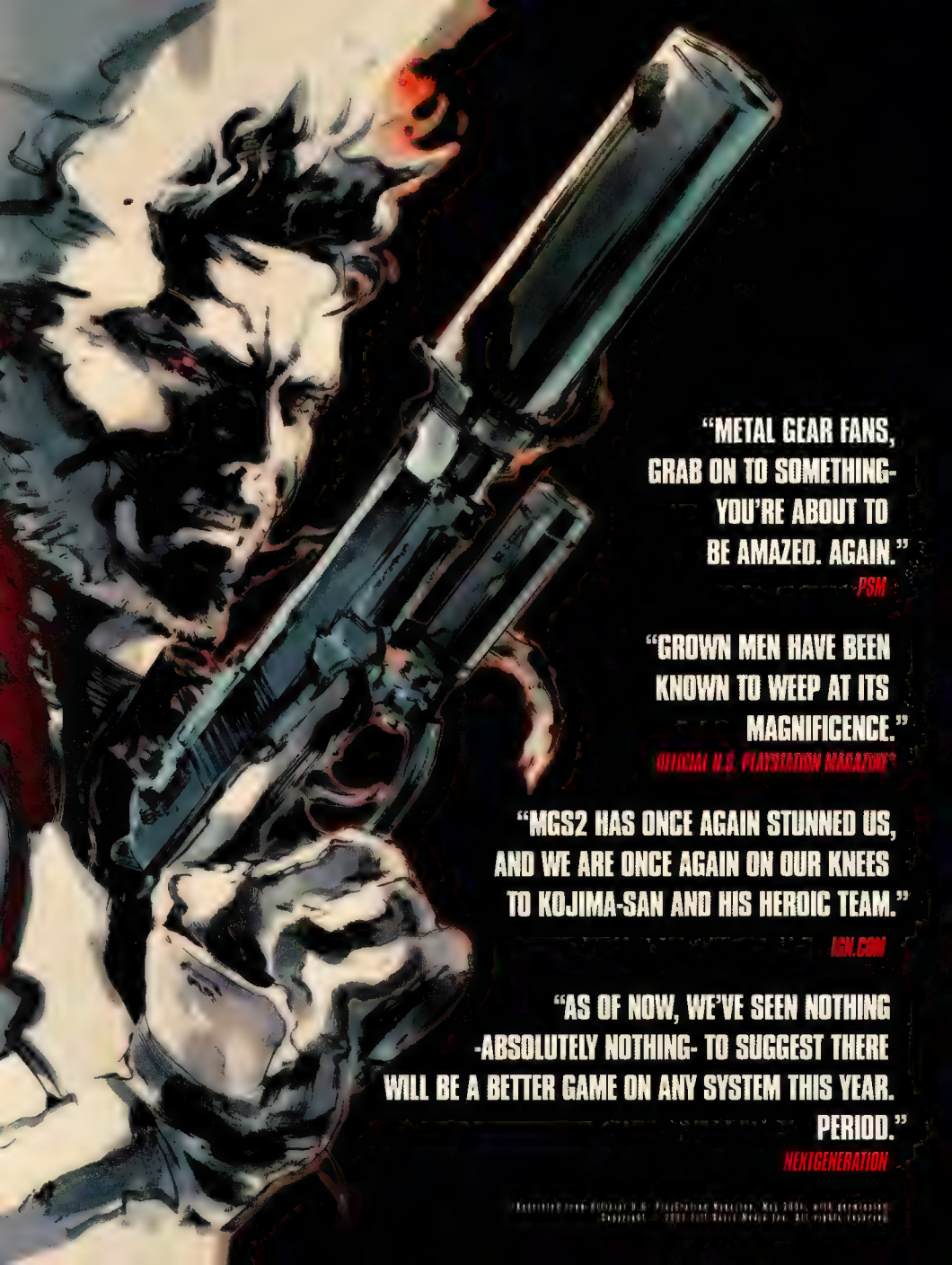
With one of the best written videogame storylines and constant surprises, *Half-Life* will suck you in from the very start and not let you go until the end.

11.01

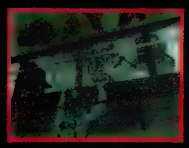
TACTICAL ESPIONAGE ACTION

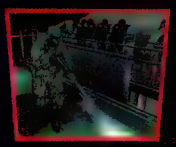
METAL GEAR SOLID 2

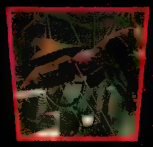
SONS OF LIBERTY

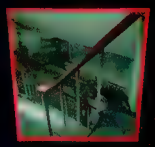

"METAL GEAR FANS, GRAB ON TO SOMETHING- YOU'RE ABOUT TO BE AMAZED. AGAIN."
PSM
"GROWN MEN HAVE BEEN KNOWN TO WEEP AT ITS MAGNIFICENCE."
OFFICIAL U.S. PLAYSTATION MAGAZINE
"MGS2 HAS ONCE AGAIN STUNNED US, AND WE ARE ONCE AGAIN ON OUR KNEES TO KOJIMA-SAN AND HIS HEROIC TEAM."
IGN.COM
"AS OF NOW, WE'VE SEEN NOTHING -ABSOLUTELY NOTHING- TO SUGGEST THERE WILL BE A BETTER GAME ON ANY SYSTEM THIS YEAR. PERIOD."
NEXTGENERATION

A HIDEO KOJIMA GAME









TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

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PlayStation®2

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PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	FIGHTING	CAPCOM	CAPCOM	1-2	1 DVD	TEEN

CAPCOM VS. SNK 2

Capcom's latest fighter suffers from one significant flaw: a lack of any conspicuous personality to call its own. In the process of trying to make this the ultimate compilation, *Capcom Vs SNK 2* transformed into a messy combination of fighting styles (Groove selections) with little gameplay balance

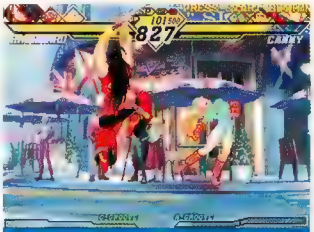
Instead of giving *Capcom Vs SNK 2* a unique and improved fighting system, Capcom incorporated fighting styles from *SFIII, Alpha, SNK,* and more, which mesh together poorly, and actually act to degrade the overall gameplay mechanics

The uninspired stage designs and nonsensical story only help to intensify this problem Unlike the original *SFII* games, in which each character featured a suitable stage, these stages look generic and appear unrelated to any of the characters. As for the story, it is completely silly, and lacks any defined point and problem to resolve or boss to overcome, making the one player game very shallow

On a more positive note, *Capcom Vs. SNK 2* features a large number of characters (46 total), tight controls, a variety of moves and combos, and plenty of secrets to unlock Furthermore, with additions like Haomaru, Nakaruru, Chang, Joe Higashi, Yun, Morrigan, Mai, Rock, Raiden and more, many of those classic battles that us hardcore fans dreamed of are now possible.

If you're a long time fan of this genre, I don't need to tell you to run out and pick up a copy, but for gamers impartial to this genre, I recommend renting it first

▶ Tokoya



▲ It looks a bit dated with shoddy character graphics and animation, but still offers solid play mechanics.

PSM FINAL SCORE 7/10

GOOD
Capcom vs SNK 2 is a solid fighter, but in my opinion, it doesn't quite live up to the quality of the *KOF* or *Alpha* series. If you're hardcore into fighters though, you should definitely pick this one up.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RACING	ACTIVISION	EXAKT ENT.	1-2	1 CD	EVERYONE

SUPERCAR STREET CHALLENGE

You run a risk by extending development of any game too long: Expectations get higher, and the pressure to deliver increases, regardless of how ambitious the title was to begin with. It's hard not to feel at least slightly disappointed with *Supercar,* because, long as we've waited, its potential still isn't realized

Jaggies, shimmer, unoptimized textures and a chuggy framerate plagued *Supercar* from near its inception, and they haven't been completely ironed out in the final version The framerate is smooth enough in most areas until multiple cars are on-screen, and the textures and backgrounds aren't up to par with top-tier PS2 racing games. *Gran Turismo 3* and *Rumble Racing* have run their course since this summer, and *Supercar,* a hybrid of realistic and arcade racing styles, doesn't have the muscle to outpace its forerunners in their strengths The car-specific performance and handling, and the meticulously recreated backgrounds based on real locales, don't stack up to *GT3*, and the shortcuts, "bouncy" wall and rails, interactive backgrounds and jumps don't beat the "fantasy" feel of *Rumble Racing*

Still, *Supercar* has its pluses. The Styling Studio for creating your own supercar is unique (though not extremely thorough), and the number of courses from six cities worldwide is enough for replay value, but it simply doesn't have the polish of PS2's leading racers

▶ Tommy Layton

▲ The supercharged PSMobile easily handles the competition, but *Supercar* won't keep the pace with PS2's finest.

PSM FINAL SCORE 6/10

OKAY
Stretched between realistic and arcade racing styles, *Supercar* comes out thin. Its value is in the Styling Studio and car/course selection, but it's not the superlative racer that would befit its extended development time.

PS	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	SPORTS	ACTIVISION	SHABA GAMES	1-2	1 CD	TEEN

TONY HAWK PRO SKATER 3

Oh my goodness, what a huge disappointment! Make no mistake — this is nowhere near as good as *THPS 2*, let alone the PS2 version of *THPS 3* I have no idea of the reason behind the poor quality of *Tony Hawk's Pro Skater 3* on PSone, but I'm assuming that it's because Neversoft didn't develop it

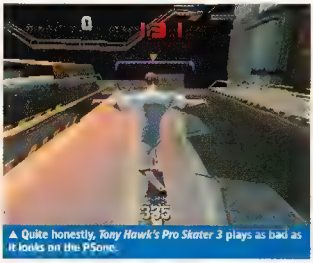
Although the game mechanics remain identical to the PS2 *THPS 3*, the imprecise controls and jittery camera severely hurt this version Executing modest trick strings, and even landing air tricks out of simple jumps proves to be unnecessarily difficult

The shoddy skate parks only help to make the experience worse; the main problem being that Shaba modeled them after the PS2 levels Theoretically, this would seem like the right move, but the intricacies and size of the PS2 levels obviously push the PSone beyond its limits. As a result, PSone owners get dumb-downed skate parks from the PS2 version with first generation problems, such as a jittery camera, inconsistent framerate, and severe graphical glitches like clipping, pop-in, and tear

Nevertheless, like the PS2 version, there are plenty of secrets areas to discover, cheats and hidden characters to unlock, deep Create Player and Park Editor modes to toy with, and a large number of new tricks to execute

For these reasons alone, many fans of the series will certainly rush out to buy this new edition However, you've been warned

▶ Tokoya



▲ Quite honestly, *Tony Hawk's Pro Skater 3* plays as bad as it looks on the PSone.

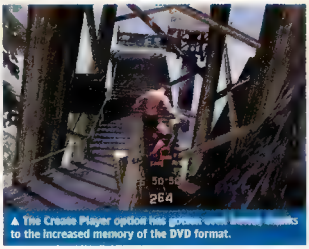
PSM FINAL SCORE 4/10

LACKING
Please, stay away from this game like a pile of fresh, steaming poo. Considering the severe problems, I would suggest sticking with *THPS 2* until you can afford a PS2.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	SKATING	ACTIVISION	NEVERSOFT	1 2 + ONLINE	1 DVD	TEEN

▲ The graphics and smooth framerate really help to make the controls much more precise.

▲ The new tricks, like this Handstand, are [illegible] enjoyable simply to watch.


▲ The Create Player option has gotten [illegible] thanks to the increased memory of the DVD format.

TONY HAWK'S PRO SKATER 3

As close to perfection as games get

If ever a game deserves the description, 'gaming bliss,' it's *Tony Hawk's Pro Skater 3*. Its combination of fresh and interesting levels with gameplay that's addicting as hell will make bloodshot eyes and hand cramps a normal part of life, for at least a few months anyway.

THPS3's most significant enhancements come in the level design and gameplay departments. Neversoft's expertise in level design shines through, as every one of the new skate parks are very challenging, yet conducive to massive tricking once they're mastered. Furthermore, the variety of areas keeps everything feeling fresh; players will encounter a factory, an airport, a cruise ship, and more. Plus for skating purists, there are plenty of realistic parks to accompany these fictional ones.

Although gameplay hasn't drastically changed from *THPS2*, it has been tweaked for a deeper and more seamless experience. Neversoft has included a number of new moves and tricks that allow for even more massive trick strings, such as reverts, handstands, and transitions. Putting together strings over 70 is now possible, but only if you're skilled, of course! Undoubtedly, this is also due to even more precise controls, and a silky-smooth framerate.

All of the extras fans expect, such as 2-player games like Horse, Create Skater mode, and the Park Editor, are present and better than ever. However, all of these features pale in comparison to the newest addition to the series — online playability. Although it barely scratches the surface of possibility for online gaming (four players compete in one of the regular multiplayer games), it's still a blast, and adds a new dimension to console gaming. Imagine: *THPS3* clans and internet rankings!

The only aspect I can fault *THPS3* for is the music. While Activision has rounded up enough solid songs, and added an option to allow players to edit the soundtrack, there are quite a few tracks I seriously dislike. Still, this isn't a significant problem by any means, and even if you hated every song in the game, I suggest to everyone reading this article to quickly run out and pick up a copy of *THPS3*.

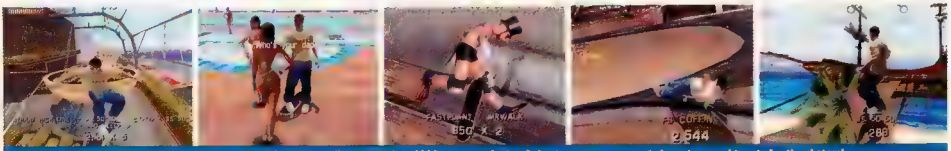
▶ **Tokoya**

> "If ever a game deserves the description, 'gaming bliss,' it's Tony Hawk's Pro Skater 3"

HOW IT STACKS UP

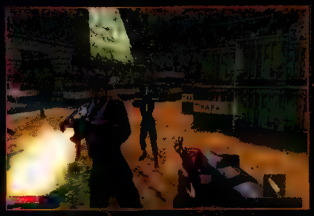
1	▶ Tony Hawk's Pro Skater 3 (PS2)	10 out of 10
2	▶ Tony Hawk's Pro Skater 2 (PS)	8 out of 10
3	▶ Mat Hoffman's Pro BMX (PS)	7 out of 10
4	▶ Dave Mirra Max Remix (PS)	5 out of 10
5	▶ Tony Hawk's Pro Skater 3 (PS)	4 out of 10

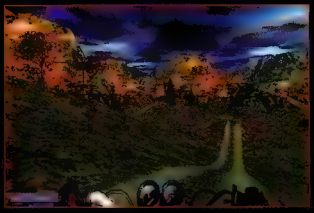
PSM FINAL SCORE 10/10 — **CLASSIC** This is one of PS2's best games so far. Neversoft has done a near perfect job of making the transition to PS2. Good job, guys! — PSM MUST-BUY


▲ As in the previous version of *THPS*, there are tons of secrets to discover, such as hidden areas, plenty of cheats, numerous secret characters, and taunts for the skaters!

SHE'LL BREAK YOUR HEART WITH A .44 SLUG.

The Best Single Person Shooter of the Year* is back—with over 60 levels of hard core gaming adventure. You'll discover four never-before-seen levels and get a taste of Cate Archer's criminal past. Armed with 30 unique weapons, fast vehicles, fast wit and the stealthiest moves around, she's ready to take on any enemy. Are you?





PlayStation.2

MONOLITH™

SIERRA™

*Computer Gaming World, 2000

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SCOREBOARD

Don't buy a game until you check here first!

CURRENT RELEASES

Iss #	Month	Game Name	Score	Genre	Publisher	Summary
51	Nov-01	Devil May Cry	10	Action	Capcom	DMC manages to captivate and engross the player in its world. If you've been waiting for a great action game, look no further.
51	Nov-01	Extreme-G 3	5	Racing	Acclaim	It's fast, but that's about it. Uninspired around every turn, this futuristic racer tries hard to mimic the Wipeout games, but never manages to get anything (especially its control) quite right. May be worth a rental.
51	Nov-01	Ico	7	Adventure	Sony CEA	ICO has a lot of potential and some truly great atmosphere, but falls short of the mark in terms of gameplay length and variety. The puzzles are great, but at around $10 an hour, it's an investment best approached with caution.
51	Nov-01	Kessen 2	8	Strategy	Koei	A well-crafted sequel that keeps the flavor of the original, but adds plenty of new elements and depth.
51	Nov-01	Kinetica	8	Racing	Sony CEA	Kinetica scores major points for originality and surprisingly deep play mechanics. It also sports excellently designed courses and even some very nice tunes.
51	Nov-01	Monster Rancher 3	7	Simulation	Tecmo	Though lacking the punch expected from switching to a new platform, the core gameplay that makes the Monster Rancher series [illegible] Fans of the series will find this title worthwhile.
51	Nov-01	Portal Runner	5	Platform	3DO	It's another average Army Men game in 3DO's long line of average Army Men titles. Fun for a while, the routine jumping and gem collecting eventually grows tiresome.
51	Nov-01	Silent Hill 2	7	Horror	Konami	Any fan of Silent Hill or the Survival Horror genre will certainly enjoy this sequel (despite it being slightly disappointing), but [illegible] the game [illegible] ent it first.
51	Nov-01	Syphon Filter 3	8	Action	Sony	The last in the series revisits the gameplay and story that made the Syphon Filter series a winner.
51	Nov-01	Spider-Man 2: Enter Electro	6	Action	Activision	While a slight improvement over the past title, Spider-Man 2 still does have problems with its camera system and difficulty curve. Fans of the first game will enjoy it, though.
51	Nov-01	Spy Hunter	8	Action	Midway	Spy Hunter's control and visuals are top-notch, plus its missions are surprisingly varied and there's loads of action to be had.
51	Nov-01	X-Men: Mutant Academy 2	4	Fighting	Activision	There is very little reason for anyone to purchase Mutant Academy 2. The graphics and play mechanics are inferior to any of Capcom's Marvel games, you really want to think about buying something else.

HIGH SCORES

These are the games that you've **GOT** to get your hands on!

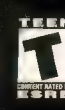
Iss	Month	Game Name	Score	Genre	Publisher
50	Oct-01	Madden NFL 2002 (PS2)	10	Sports	EA Sports
47	July-01	Gran Turismo 3	10	Racing	Sony CEA
49	Nov-00	SSX (PS2)	10	Snowboard Racing	Electronic Arts
49	Sep-01	NBA Street	9	Sports	EA
50	Oct-01	Madden NFL 2002	9	Sports	EA Sports
49	Sep-01	NCAA Football 2002	9	Sports	EA Sports
49	Sep-01	Resident Evil Code: Veronica X	9	Horror	Capcom
48	Aug-01	Twisted Metal Black	9	Car Combat	Sony
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
46	June-01	MDK 2: Armageddon (PS2)	9	FPS	Interplay
40	Dec-00	Spyro: Year of the Dragon (PS)	9	Platform	Sony
49	Nov-00	Madden NFL 2001 (PS2)	9	Sports	Electronic Arts
50	Oct-01	Extermination	8	Action	Sony CEA
50	Oct-01	Tales Of Destiny 2	8	RPG	Namco
50	Oct-01	Time Crisis II	8	Light Gun	Namco
49	Sep-01	Saiyuki: Journey West	8	RPG	Koei
47	July-01	Klonoa 2: Lunatea's Veil	8	Platform	Namco
47	July-01	MTV Music Generator 2	8	Music	Codemasters
47	July-01	Red Faction	8	FPS	THQ
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO
46	June-01	Quake III Revolution (PS2)	8	FPS	EA
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami
44	Apr-01	Darkstone (PS)	8	RPG	Take 2
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	Kingpo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom
43	Mar-01	Theme Park Coaster (PS2)	8	Sim	EA
42	Feb-01	Championship Surfer (PS)	8	Surfing	Mattel
42	Feb-01	King of Fighters '99 (PS)	8	Fighting	Agetec
42	Feb-01	Lunar 2: Eternal Blue (PS)	8	RPG	Working
42	Feb-01	Super Bust-A-Move (PS2)	8	Puzzle	Acclaim
41	Jan-01	Colin McRae Rally 2.0 (PS)	8	Racing	Codemasters
41	Jan-01	Moto Racer World Tour (PS)	8	Racing	Infogrames

Kick Some Rusty Metal Butt!

PlayStation.2

MOBILE SUIT
GUNDAM
JOURNEY TO JABURO

Marvel at the detailed battlefield scenes and mobile suits with breathtaking digital graphics as seen in the movies! Experience firsthand the thrill of guiding your allies in their mission to conquer the enemy in mobile suit warfare. Relive scenes from the TV series or implement your own battle strategies to create whole new story lines.



Animated Violence

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REVIEW BACKLOG

Iss.	Month	Game name	Score	Genre	Publisher
50	Oct-01	Castlevania Chronicles	7	Action	Konami
50	Oct-01	Extermination	8	Action	Sony CEA
50	Oct-01	Madden NFL 2002 (PS2)	10	Sports	EA Sports
50	Oct-01	Madden NFL 2002	9	Sports	EA Sports
50	Oct-01	NFL GameDay 2002	6	Sports	989 Sports
50	Oct-01	One Piece Mansion	5	Puzzle	Capcom
50	Oct-01	Rune: Viking Warlord	6	Action	Rockstar
50	Oct-01	Silent Scope 2	6	Shooter	Konami
50	Oct-01	Tales Of Destiny 2	8	RPG	Namco
50	Oct-01	Time Crisis II	8	Light Gun	Namco
49	Sep-01	Armored Core 2: Another Age	7	Action	Agetec
49	Sep-01	City Crisis	6	Action	Take 2
49	Sep-01	EA Sports Rugby	7	Sports	EA Sports
49	Sep-01	Gallop Racer	5	Simulation	Tecmo
49	Sep-01	Gundam: Journey To Jaburo	4	Action	Bandai
49	Sep-01	Le Mans 24 Hours	7	Racing	Infogrames
49	Sep-01	Nascar Heat 2002	7	Racing	Infogrames
49	Sep-01	NBA Street	9	Sports	EA
49	Sep-01	NCAA Football 2002	9	Sports	EA Sports
49	Sep-01	Resident Evil Code: Veronica X	9	Horror	Capcom
49	Sep-01	Saiyuki: Journey West	8	RPG	Koei
49	Sep-01	Stretch Panic	5	Action	Conspiracy
49	Sep-01	Test Drive Off-Road — Wide Open	7	Racing	Infogrames
48	Aug-01	Alone In the Dark	8	Horror	Infogrames
48	Aug-01	Bloody Roar 3	7	Fighting	Activision
48	Aug-01	CART Fury	7	Racing	Midway
48	Aug-01	Dave Mirra: Maximum Remix	5	Sports	Acclaim
48	Aug-01	Escape From Monkey Island	7	Adventure	Lucas Arts
48	Aug-01	Final Fantasy Chronicles	7	RPG	Square EA
48	Aug-01	Fur Fighters	6	Adventure	Acclaim
48	Aug-01	Motor Mayhem	8	Car Combat	Infogrames
48	Aug-01	MX 2002	7	Racing	THQ
48	Aug-01	Scariest Police Chases	6	Action	Activision
48	Aug-01	Twisted Metal Black	9	Car Combat	Sony
47	July 01	Cool Boarders	6	Snowboard	Sony CEA
47	July 01	Crazy Taxi	6	Driving	Acclaim
47	July 01	Dark Cloud	6	Action/RPG	Sony CEA
47	July 01	Gauntlet: Dark Legacy	8	Action	Midway
47	July 01	Gran Turismo 3	10	Racing	Sony CEA
47	July 01	Heroes Of Might And Magic	7	Strategy	3DO
47	July 01	Klonoa 2: Lunatea's Veil	8	Platform	Namco
47	July 01	MLB 2002	3	Baseball	989 Studios
47	July 01	MTV Music Generator 2	8	Music	Codemasters
47	July 01	Red Faction	8	FPS	THQ
47	July 01	Star Wars: Bombad Racing	4	Kart Racing	Lucas Lrng
47	July 01	The Simpsons Wrestling	2	Wrestling	Activision
47	July 01	Tokyo Xtreme Racer 0	7	Racing	Crave
46	June-01	Aladdin In Nasira's Revenge (PS)	6	Platform	Sony CEA
46	June-01	All Star Baseball 2002 (PS2)	3	Baseball	Acclaim
46	June-01	Army Men: Green Rogue (PS2)	4	Action	3DO
46	June-01	Army Men: Sarge's Heroes 2 (PS2)	4	Action	3DO
46	June-01	Army Men 2: Air Attack (PS2)	6	Action	3DO
46	June-01	ESPN MLS Extratime (PS2)	4	Soccer	Konami
46	June-01	ESPN National Hockey Night (PS2)	4	Hockey	Konami
46	June-01	ESPN NBA 2night (PS2)	6	Basketball	Konami
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO
46	June-01	Mat Hoffman's Pro BMX (PS)	7	Sports	Activision
46	June-01	Quake III Revolution (PS2)	8	FPS	EA
46	June-01	Rainbow Six: Rogue Spear (PS)	6	Action	Red Storm
46	June-01	Rumble Racing (PS2)	7	Racing	EA Games
46	June-01	Time Crisis: Project Titan (PS)	7	Lightgun	Namco
46	June-01	Triple Play Baseball (PS2)	7	Baseball	EA Sports
45	May-01	4X4 Evolution (PS2)	5	Racing	G.O.D
45	May-01	Army Men: Final Front (PS)	3	Action	3DO
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami
45	May-01	F1 Racing Championship (PS2)	6	Racing	Ubi Soft
45	May-01	High Heat MLB 2002 (PS)	7	Baseball	3DO
45	May-01	Metal Slug X (PS)	7	Shooter	Agetec
45	May-01	NBA Hoopz (PS2)	4	Basketball	Midway
45	May-01	NBA Shootout 2001 (PS2)	5	Basketball	Sony CEA
45	May-01	Point Blank 3 (PS)	7	Light gun	Namco
45	May-01	Strikers 1945 (PS)	6	Shooter	Agetec
45	May-01	Tiger Woods PGA Tour 2001 (PS2)	7	Golf	EA
45	May-01	Triple Play Baseball (PS)	7	Baseball	EA Sports
45	May-01	Unison (PS2)	7	Dancing	Tecmo
45	May-01	Vanishing Point (PS)	7	Racing	Acclaim

Iss.	Month	Game name	Score	Genre	Publisher
45	May-01	Warriors Of Might & Magic (PS2)	2	Action	3DO
44	Apr-01	Bowling (PS)	6	Sports	A1 Games
44	Apr-01	Darkstone (PS)	8	RPG	Take 2
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos
44	Apr-01	NBA Hoopz (PS)	4	Sports	Midway
44	Apr-01	Oni (PS2)	5	Action	RockStar
44	Apr-01	Puzzle Star Sweep (PS)	8	Puzzle	A1 Games
44	Apr-01	Racing (PS)	2	Racing	Agetec
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami
44	Apr-01	Starfighter Sanvein (PS)	4	Shooter	A1 Games
44	Apr-01	Star Wars: Starfighter (PS2)	8	Action	LucasArts
44	Apr-01	Winback: Covert Operations (PS2)	7	Action	Koei
43	Mar-01	Adv. of Cookie & Cream (PS)	7	Action	Agetec
43	Mar-01	Aqua Aqua (PS2)	7	Puzzle	3DO
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	The Bouncer (PS2)	4	Fighting	Square EA
43	Mar-01	Donald Duck: Quackers (PS)	6	Platform	UbiSoft
43	Mar-01	F1 2000 (PS)	7	Racing	EA Sports
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Knockout Kings 2001 (PS2)	7	Boxing	EA
43	Mar-01	NBA Live 2001 (PS)	7	Sports	EA Sports
43	Mar-01	NCAA Final Four 2001	5	Sports	Sony CEA
43	Mar-01	Theme Park Coaster (PS2)	8	Sim	EA
43	Mar-01	WDL (PS2)	4	Action	3DO
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom
42	Feb-01	Acclaim Sports' HBO Boxing (PS)	5	Boxing	Acclaim
42	Feb-01	Blade (PS)	4	Action	Activision
42	Feb-01	Championship Surfer (PS)	8	Surfing	Mattel
42	Feb-01	Driving Emotion Type-S (PS2)	4	Racing	Square EA
42	Feb-01	Ducati World (PS)	5	Racing	Acclaim
42	Feb-01	King of Fighters '99 (PS)	8	Fighting	Agetec
42	Feb-01	Lunar 2: Eternal Blue (PS)	8	RPG	Working
42	Feb-01	NCAA GameBreaker 2001 (PS2)	3	Football	989 Sports
42	Feb-01	Persona 2: Eternal Punishment (PS)	7	RPG	Atlus
42	Feb-01	Power Spike Pro Beach Volleyball	5	Sports	Infogrames
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
42	Feb-01	RC Revenge Pro (PS2)	5	Racing	Acclaim
42	Feb-01	Real Pool (PS2)	7	Billiards	Infogrames
42	Feb-01	Star Wars: Demolition (PS2)	5	Car Combat	LucasArts
42	Feb-01	Super Bust-A-Move (PS2)	8	Puzzle	Acclaim
41	Jan-01	Army Men: Air Attack 2 (PS)	5	Action	3DO
41	Jan-01	Army Men: Sarge's Heroes 2 (PS)	5	Action	3DO
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
41	Jan-01	Colin McRae Rally 2.0 (PS)	8	Racing	Codemasters
41	Jan-01	Cool Boarders 2001 (PS)	4	Snowboarding	Sony CEA
41	Jan-01	Driver 2 (PS)	6	Racing/Action	Infogrames
41	Jan-01	ESPN X Games Snowboarding (PS2)	7	Snowboarding	Konami
41	Jan-01	Gundam Battle Assault (PS)	4	Fighting	Bandai
41	Jan-01	Harvest Moon: Back to Nature (PS)	7	Simulation	Natsume
41	Jan-01	Moto Racer World Tour (PS)	8	Racing	Infogrames
41	Jan-01	MTV Pure Ride (PS)	6	Snowboarding	THQ
41	Jan-01	NASCAR 2001 (PS2)	4	Racing	EA Sports
41	Jan-01	NBA Live 2001 (PS)	7	Sports	EA Sports
41	Jan-01	NBA Shootout 2001 (PS)	4	Sports	Sony CEA
41	Jan-01	Ready 2 Rumble 2 (PS2)	6	Boxing	Midway
41	Jan-01	Silent Scope (PS2)	7	Shooter	Konami
41	Jan-01	Slipheed (PS2)	6	Shooter	Working Designs
41	Jan-01	Sky Odyssey (PS2)	7	Flying	Activision
41	Jan-01	Surfing H3O (PS2)	6	Surfing	Rockstar
41	Jan-01	Tomb Raider: Chronicles (PS)	7	Action/Adventure	Eidos Interactive
41	Jan-01	Top Gear Dare Devil (PS2)	6	Racing	Kemco
41	Jan-01	Torneko: The Last Hope (PS)	1	Action/RPG	Enix
41	Jan-01	Ultimate Fighting Championship (PS)	2	Fighting	Crave
40	Dec-00	Crash Bash (PS)	6	Party Game	Sony CEA
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Fantavision (PS2)	6	Puzzle	Sony CEA
40	Dec-00	ESPN Int'l Track and Field (PS2)	7	Sports	Konami
40	Dec-00	FIFA 2001 (PS)	8	Sports/Soccer	EA Sports
40	Dec-00	FIFA 2001 (PS2)	8	Sports/Soccer	EA Sports
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
40	Dec-00	Gameday 2001 (PS2)	2	Sports/Football	Sony CEA
40	Dec-00	Grad.us III & IV (PS2)	5	Shooter	Konami
40	Dec-00	Gungriffon Blaze (PS2)	7	Action	Working Designs
40	Dec-00	Knockout Kings 2001 (PS)	5	Sports/Boxing	Electronic Arts
40	Dec-00	Midnight Club (PS2)	8	Racing	Rockstar

MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT. IN A STRANGE TURN OF EVENTS, THE SECRETIVE **CHIEF O'LEARY** HAS RECENTLY CLOSED IT OFF TO VISITORS.

WHAT'S GOING ON UP THERE?

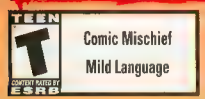
NO BOARDING ALLOWED

DARK SUMMIT

IT'S NOT WHAT IT SEEMS.

www.darksummit.net

COMING THIS **FALL**...



PlayStation.2

RADICAL

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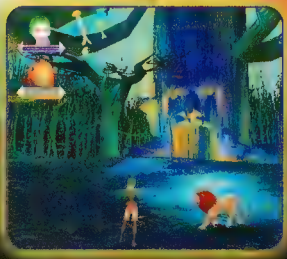
THE MOTHER OF ALL CAT FIGHTS!

JOIN THE ADVENTURE AT:
www.portalrunnergame.com

4 ways to play including Vikki riding Leo!



Fend off enemies with an arsenal of bows and arrows.

25 levels include castles, caves, volcanoes and more!

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PlayStation® computer entertainment system screen shots and features.

PORTAL RUNNER™

"among the best of the first-year PS2 titles."
– Game Informer

Lured into the portal by the evil Brigitte Bleu...and lost in time...Vikki G. and her ferocious sidekick Leo the Lion must battle through exotic worlds to find their way home.

- Explore primordial lands of dinosaurs, raging volcanoes, medieval castles, spaceships, aliens and more!
- Extreme gameplay includes shooting, puzzle-solving, exploring and multi-player!
- Battle over 35 wicked creatures including carnivorous dinosaurs, fire-spewing dragons, maniacal martians and more!
- 25 challenging levels in 5 fantasy-filled worlds drenched in color with awesome graphics!
- 4 ways to play - as Vikki alone, with Leo at her side, Vikki riding Leo or on the prowl as Leo himself!
- Look out! As Leo's Fury Meter rises, he becomes stronger and faster, but also more vulnerable. Only the proper strategy will keep Leo at the right level of Fury.

PRODUCTS RANGE FROM RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY ESRB
Suggestive Themes
Violence

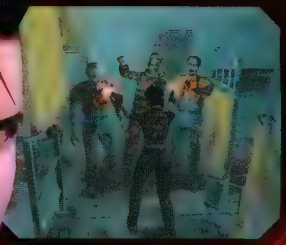
GAME BOY ADVANCE

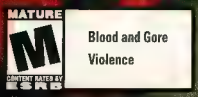
GAME BOY COLOR

PlayStation®2

3DO™
www.3do.com

FULL-FRON
FEAR.





DISCOVER THE EVIL
RECVX.COM

TAL
Celebrate the 5th anniversary of the most terrifying game series ever as it mutates onto the PlayStation®2 computer entertainment system. Join Claire Redfield, as she searches for her missing brother, Chris, and dig deeper into the evil doings of Umbrella Corporation. Flesh eating zombies and bio-tech monstrosities haunt your every move. As an added bonus, this special edition includes never-before-seen cut scenes and an interactive demo of the highly anticipated, Devil May Cry.
RESIDENT EVIL
CODE:Veronica X
CAPCOM
PlayStation®2
DEVIL MAY CRY
BONUS
DEMO INCLUDED
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PlayStation.2

GOOD ~~vs.~~ or EVIL

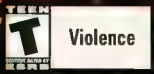
Go with Evil. You can hit restart when you get to hell.

As Rick you'll have a cool arsenal of swords, shotguns and revolvers.

As Imhotep, you'll use brute strength and have the awesome power to cast spells.

Your quest to defeat the Scorpion King takes you to London, Cairo, and the Hamunaptra ruins.

Wanna be bad? Good. In the Mummy Returns video game, you can be heroic Rick O' Connell or evil Imhotep. But either way you'll be facing pygmy mummies, Anubis warriors and mummified baboons, bringing all the soul-sucking fun of the movie to life in eye-popping next-gen graphics. Survive all that, and you get to battle the Scorpion King. Pray there's an afterlife.



www.universalinteractive.com

www.mummyreturnsgame.com

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PREVIEWS

Your first look at the hottest new games

Contents

75 ▶ Blood Omen 2

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[illegible] ▶ Eve of Extinction

79 ▶ Jade Cocoon 2

[illegible] ▶ Jak and Daxter

74 ▶ Mario GP 2

[illegible] ▶ Robocop

85 ▶ SSX Tricky

[illegible] ▶ Sword Heaven

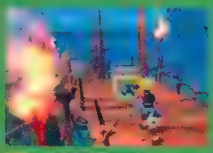
74 ▶ Xenosaga

DEUS EX

The PS2 finally gets the PC Game of the Year. Set your sights on pg. 82!

HOT GAMES

Don't waste a second; turn on over to these big games NOW!



64 ▶ Jak and Daxter

79 ▶ Jade Cocoon 2

85 ▶ SSX Tricky

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY	NAUGHTY DOG	DECEMBER	PLATFORM ADVENTURE	1	EVERYONE

PS2 PERCENT COMPLETE 85%

not a thing that happens that isn't outright hilarious, cool-looking, or truly epic in scale.

JAK AND DAXTER

PS2's super-sized adventure-platformer is almost here!

Everything's locked at 60fps, the real-time shadows are in place, and there's only some fine tuning left to be done — yep, *Jak and Daxter: The Precursor Legacy*, is almost ready for primetime. The latest beta of the game found its way into our hands in time for this issue, and we were once again impressed by just how much the diligent team continues to squeeze out of the PS2 — and how different the game is from the "on rails" world of *Crash Bandicoot*.

▲ Sometimes you have to stop and admire the scenery. It's just Amazing!

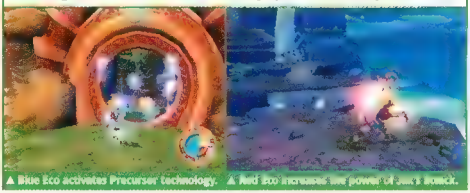
One of the things we're impressed by is the level design. With such a large world to work with, it must be a tough job to make every inch of it interesting, but the game's designers appear to be up to the task. No matter where you go or look, there's a secret to find, task to complete, or something to interact with.

If you were concerned about the amount of detail going into each area of the game affecting its overall size, don't be. You'll encounter snowy mountain peaks, swamps, volcanic craters, and Precursor ruins that are every bit as massive as the levels we've already seen.

It's also becoming apparent that Naughty Dog has some gifted script writers on staff. Not only have the

DIFFERENT ECO, DIFFERENT ABILITIES

Our daring duo will encounter several forms of Eco energy throughout the game, each of which have very specific (and helpful) uses.



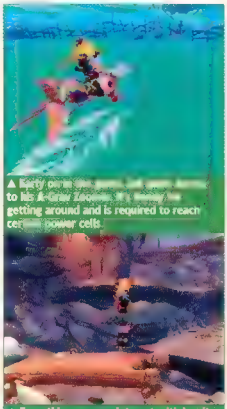
▲ Blue Eco activates Precursor technology. ▲ Red Eco increases the power of Jak's Scatter.

scenes of character interaction (of which there are a lot) been stunningly animated, but the dialog seems really witty and often — in the case of the loud-mouthed Daxter — downright hilarious. Any fear that the game would be without much personality seems unfounded.

The final bits of polish are nearly in place, with glossy specular lighting effects (in place on objects such as the polished Precursor towers that appear throughout the game) looking especially stunning. There's even a faint haze visible when night turns to dawn — it eventually burns away as the sun rises in the sky.

Put this all together and what do you have? Well, what looked like a technical showpiece for PS2 is finally becoming a real game - and we love what we're seeing. If Naughty Dog can keep this stuff up for the entire adventure, it seems like Sony's quest for a showpiece game - and hot new mascots — is finally at an end.

▶ **Randy Nelson**



▲ Early on in the game, Jak gains access to his A-Grav Zoomer. It's handy for getting around and is required to reach certain power cells.

▲ Everything you can interact with has its own physics, even these springboards.

the BUZZ

This game is going to be HUGE in scope and scale — the only thing that remains to be seen is whether the pacing can hold up.

KNOW YOUR ENEMIES

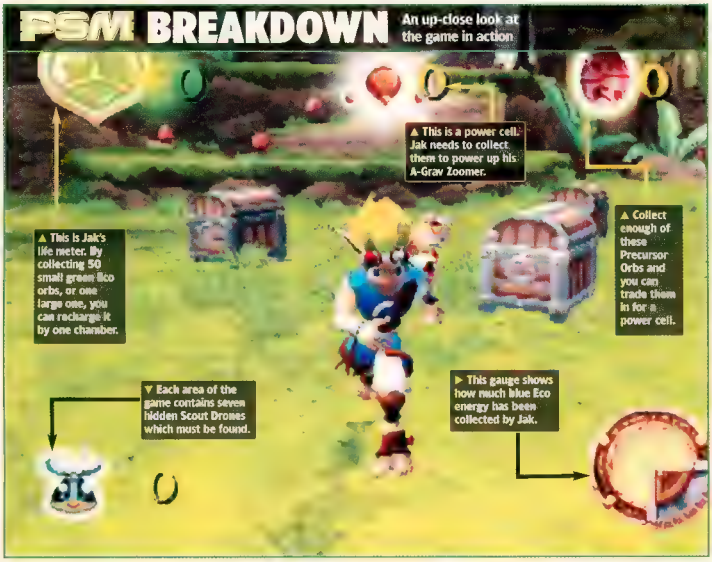
The game's world is teeming with all sorts of life, and not all of it's friendly. Each region has its own cast of Lurkers (the bad guys) to deal with, and, in classic platformer fashion, they each require a specific strategy to defeat. They'll even chase you over chasms!

▲ Like the rest of the game, Jak and Daxter's enemies are just loaded with detail and expertly animated. Don't let that distract you though — these guys mean serious business.

"No matter where you go or look, there's always a secret to find, task to complete, or something to interact with"

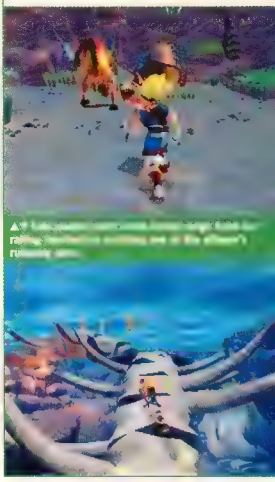
PSM BREAKDOWN

An up-close look at the game in action



A WIDE VARIETY OF OBJECTIVES

In addition to the game's broader objectives, Jak and his pal can take part in numerous mini-games in order to obtain Precursor power cells. There's a lot of variety to be found.



▲ [illegible]

Estard Isle
N

ENIX

PlayStation

TEEN
T
Mild Language
Mild Violence
Suggestive Themes

In the world, only this island is...

PlayStation®2

SMUGGLER'S RUN 2

HOSTILE TERRITORY

COMING

FALL 2001

WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN2

DEVELOPED BY:

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Buggy Image ©Jim Sugar Photography/CORBIS.

The ultimate off-road driving adventure returns to the PlayStation®2 computer entertainment system this fall. Work for an elite band of smugglers delivering contraband, escaping the authorities and attacking rivals. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

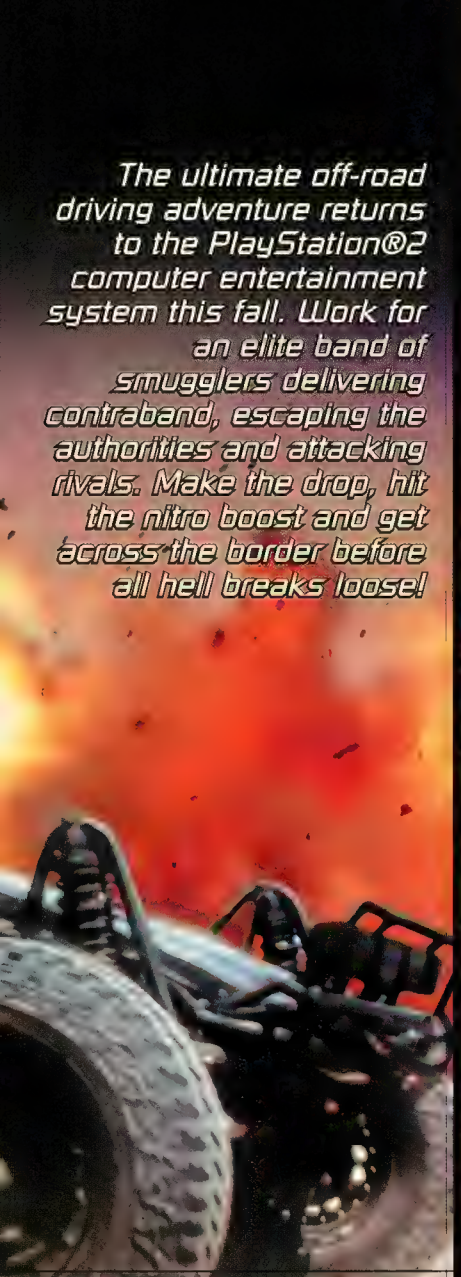
Race anywhere across the world's most hostile territories

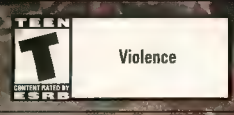
Fully integrated plot increases the adrenaline and ups the stakes

Deliver the goods through mine fields, avalanches and enemy crossfire!

Outrun and outwit your enemies head-to-head in split screen multiplayer mode!

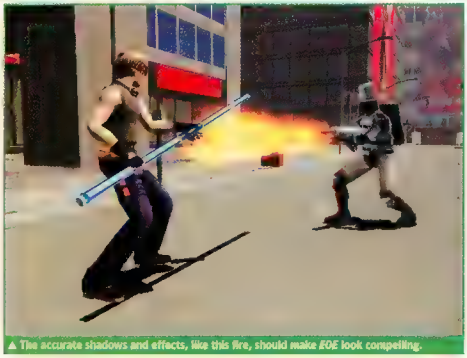
6 all new mission types





PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
VIDOS	YUKE'S	FALL	ACTION		

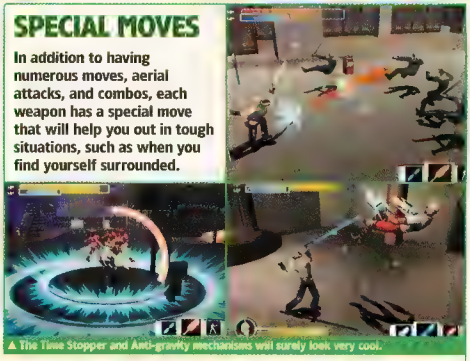
PS2 PERCENT COMPLETE 80%



▲ The accurate shadows and effects, like this fire, should make *EOE* look compelling.

SPECIAL MOVES

In addition to having numerous moves, aerial attacks, and combos, each weapon has a special move that will help you out in tough situations, such as when you find yourself surrounded.



▲ The Time Stopper and Anti-gravity mechanisms will surely look very cool.

EVE OF EXTINCTION

The Smackdown! developers take on brawlers

Whenever a new brawler breaks the horizon, a sour taste immediately begins to creep up into my mouth: those memories of past brawlers, such as *The Bouncer* and *Oni*, churns my stomach acids in disgust. However, if anyone can create an effective gaming antacid, it's Yuke's (responsible for the respected *Smackdown* games) with its latest project, *Eve of Extinction*.

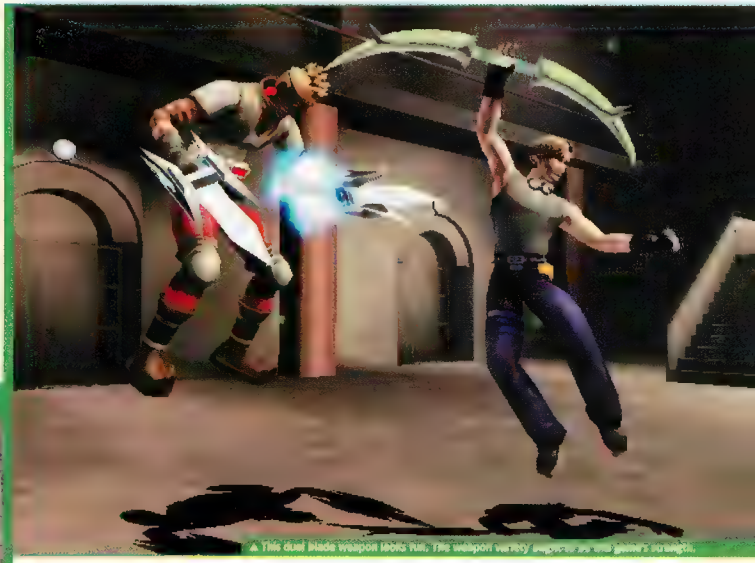
Players will assume the role of Josh Calloway, who must confront Wisdom Inc. — an evil corporation which has developed Legacy, a weapon of mass destruction. Despite a seemingly trite story, the gameplay looks very promising. Since Josh uses the Legacy weapon, which somehow binds to a human's inner being, he is able to morph it into a weapon of his soul's desire. This ability will endow players with a variety of swords, knives and a pole. Furthermore, each weapon comes equipped with special moves, such as shooting projectile attacks, manipulating gravity, and stopping time. With different types of moves for each weapon, the battles should remain interesting throughout.

Unfortunately, we currently have little info concerning the environments and other aspects of the gameplay. However, we hope that *Eve of Extinction* can adopt precedents established by *Devil May Cry*, and even exceed them.

▶ **Tokoya**

the BUZZ

Considering Yuke's long-standing success with wrestling games, its ability to create enjoyable action games is second to none.



▲ This dual blade weapon looks fun. The weapon variety [illegible] and gamer's strength.

▼ Josh's character model is detailed and the [illegible]

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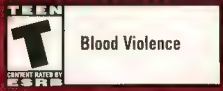

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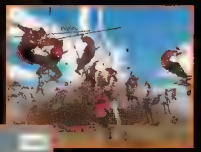

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NAMCO	[illegible]	TBA	RPG	1	PENDING

PS2 PERCENT COMPLETE 70%

XENOSAGA EPISODE 1

An updated look at Namco's long-awaited sci-fi RPG

Contrary to popular belief, *Xenosaga* is neither a spin-off nor a sequel to Square's fan-favorite RPG, *Xenogears*. Granted, the director of *Xenogears* (Tetsuya Takahashi) is also helming this project, but he's taking it in a completely different direction than what players have seen before. *Xenosaga* will be split up into six different games, each of which represents a single chapter in the ongoing story. The series will have a substantial budget which will be invested not only in the visual quality of the games, but also their sound and musical scores. For instance, the London Philharmonic Orchestra has been enlisted to supply the epic soundtrack.

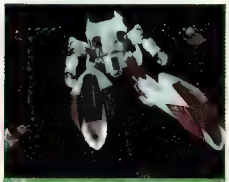
We haven't a U.S. release date yet, but we're assuming that it's gonna be sometime in late 2002. With *Final Fantasy X* hitting in January, we'll have plenty of AAA RPGs to play throughout the year.

▶ **Stephen Frost**

the BUZZ

A high budget and a skilled development team pretty much assure that this RPG will be memorable.

▲ handled by voiceovers.



▲ anime fans will love them.

▲ Despite keeping with the anime style, the characters are still quite detailed.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NAMCO	NAMCO	TBA	RACING	1-2	EVERYONE

PS2 PERCENT COMPLETE 70%

MOTO GP 2

Namco's moto-racing simulator gets a PS2 sequel

▲ The replays from the first game are back.

One of Namco's trilogy of launch titles, the first *Moto GP* didn't quite catch on in popularity like *Tekken Tag Tournament* and *Ridge Racer V* did. However, that's not preventing the company from releasing a sequel, especially now that the PS2 has such a large userbase — 15 million and counting.

Featuring at least three new courses and slightly enhanced graphics, *Moto GP 2* will offer deeper gameplay and a larger pool of recognized riders. The handling and physics system has also been tweaked a bit to provide a more realistic simulation, while the arcade mode has been slightly simplified to allow novice gamers an easier entry point into the game.

Due to be released shortly in Japan, *Moto GP 2* should be racing overseas sometime early next year. And when you consider that they're aren't really any other motorbike games on the PS2's release schedule, that's certainly a bit of good news.

▶ **Stephen Frost**

▼ While it's hard to see here, the graphics have been improved... slightly.

▲ The riders will actually look back to see where the other riders are.

the BUZZ

Improved graphics and a tweaked physics system should help this sequel appeal to more gamers.

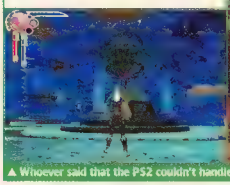
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
EIDOS	CRYSTAL DYNAMICS	NOVEMBER	ACTION/ADVENTURE	1	PENDING

PS2 PERCENT COMPLETE 70%

▲ The levels you'll explore are very large and heavily populated.

IMPRESSIVE VISUALS

The sheer amount of variety in the textures and level designs is quite staggering. This is one good-looking game.



▲ Whoever said that the PS2 couldn't handle high-quality textures was wrong.

BLOOD OMEN 2

Get ready to sink your teeth into one very dark game

For the most part, lead characters in videogames tend to be the good guys. It's rare that you ever get to play as someone with evil tendencies, and even they end up having some sort of good side. That's why *Blood Omen 2* is such a welcome title. You actually get to play as this evil vampire who doesn't care about anyone, but himself. This game has this very distinct feel to it. You're forced to think about situations in entirely different ways then you normally would.

The story: approximately 400 years have passed since the events in the first *Blood Omen*. Kain has taken over the land of Nosgoth and rules with an iron fist. Recently, other powerful vampires have been slain and Kain finds himself robbed of his powers. In order to discover what's going on, he must journey into his kingdom and fight a new enemy.

As you can tell from these new screenshots, *BO2* is shaping up to be one beautiful-looking game. The talented artists at Crystal D are working hard to make Kain's world as believable as possible, and it certainly shows. You'll be able to interact with virtually everything you see and people will react realistically to what Kain does. Now, if we can only see how gamers react when they pop this epic adventure into their PS2s this winter. Better sharpen those stakes.

▶ **Stephen Frost**

the BUZZ

Not only is *Blood Omen 2* one great-looking game; you also get to play as one very bad guy.

▲ [illegible] quite deep, yet intuitive.

▼ Just like any other healthy vampire, Kain must feed on blood to survive.

Appearances Are Not Only Deceiving...

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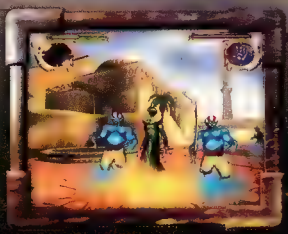
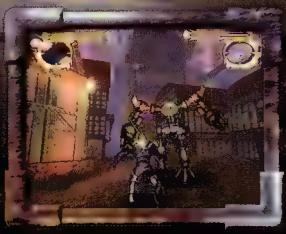
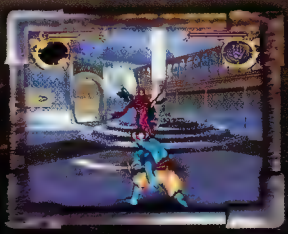
Combat takes shape this Holiday Season only on the PlayStation®2 computer entertainment system.







Actual screenshots from the PlayStation®2 computer entertainment system.

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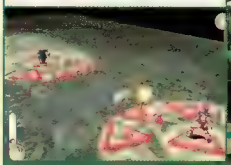
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
UBI SOFT	GENIO	DECEMBER	RPG	2	PENDING

PS2 PERCENT COMPLETE 75%

▲ All of the dialog boxes will have voiceovers to accompany them.

BATTLE BEASTS

Since your battles are fought via your arsenal of monsters, you'll have to make sure that they're very strong and in good spirits.



▲ Some of the creatures you'll see are downright strange-looking.

JADE COCOON 2

Monster-breeding and RPGs come together this Christmas

While certainly not as popular as the *Final Fantasy* series, the first *Jade Cocoon* did mange to garner a pretty loyal following when it was released on the PSone. Now, a few years later, the sequel is looking to do the same on the PS2, except this time, Ubi Soft will be publishing it instead of Sony.

Mixing elements of *Pokemon* and traditional RPGs, *Jade Cocoon 2* focuses on the capturing and breeding of monsters for combat. There are over 200 original species of monsters to discover and you'll be able to control up to eight of them at a time in battle. Players will be able to crossbreed these monsters and create a virtually unlimited number of unique creatures. Not only that, but a special, two-player mode has been introduced that will allow you and a friend to pit your best-bred creatures against each other.

Some of you more dedicated anime fans will notice that all of the main characters are created by famed artist, Katsuya Kondou (of *Princess Mononoke* and *Kiki's Delivery Service* fame). Accompanying his designs will be a full cast of voice actors, supplying all the well-written dialog that the game has to offer. RPG fans can expect *Jade Cocoon 2* to easily make its December release date.

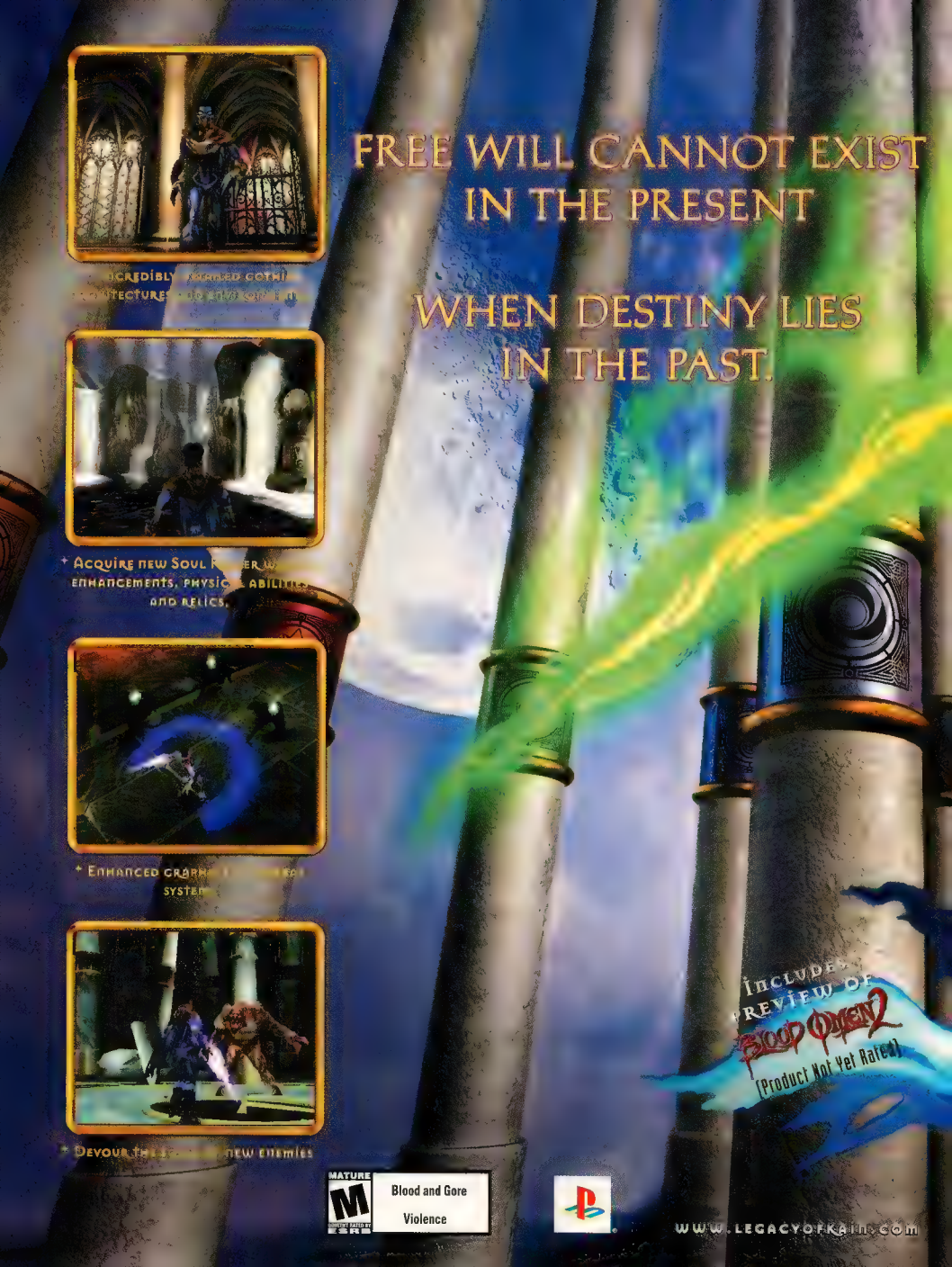
▶ **Stephen Frost**

the BUZZ

Considering the lack of major RPGs this holiday season, *Jade Cocoon 2* should do a lot to fill the void.

▲ [illegible] in design, like this forest.

▼ The game doesn't really push the PS2's [illegible]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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2 PERCENT COMPLETE	80%
EIDOS	ION STORM	DECEMBER	ACTION/ADVENTURE		MATURE		

APPETITE FOR DESTRUCTION

With such a large arsenal of weapons, players will easily be able to fulfill their need to destroy things.

▲ You'll be able to use everything from pistols to flamethrowers.

▲ This rocket launcher is easily one of the more powerful weapons.

DEUS EX

The award-winning PC hit sneaks its way onto PS2

Back in our September issue, we gave you readers a first-look at the PlayStation 2 conversion of the hit PC title, *Deus Ex*. The game has come along quite nicely and we've finally had a chance to get our hands on it. After a few hours of intense playing, we've come to the conclusion that the PS2 should no problem replicating the fun, challenge and visual flair that the PC game offered.

The great thing about *Deus Ex* is that it's one of the first titles to successfully merge elements from many genres. You ask four different people what kind of game it is and you'll likely get back four different responses. Is it a role-playing game or an action game or an adventure game? Or is it just a first-person shooter? The great thing is that *Deus Ex* is all these things mixed together. There's a little something for everyone

One of the things that the developers constantly emphasized (when I visited them) is that they didn't want to change anything major from the original version of the game. They feel that PS2 owners should be able to enjoy the same gaming experience that originally made *Deus Ex* so well-received on the PC. And I would have to agree with them. So, aside from some minor additions, such as a redesigned control scheme and improved graphics, the two versions of the game will be frighteningly similar. That's certainly good news, because as the saying goes — you certainly never want to mess with a good thing.

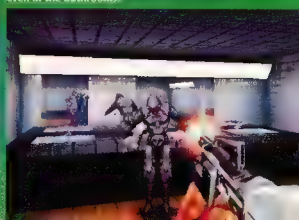
▶ **Stephen Frost**

▼ Unlike in many games, the city in *Deus Ex* feels very much alive.

the BUZZ

With an intricate story and several ways to play through the game, *Deus Ex* should leave an impact on the PS2.

▼ You never know where you'll find enemies, even in the bathrooms.



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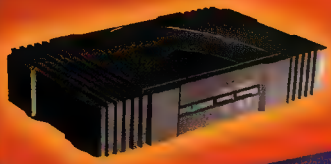
Actual screenshots from Metal Gear™ by Konami™



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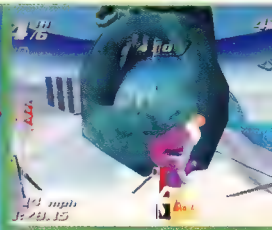
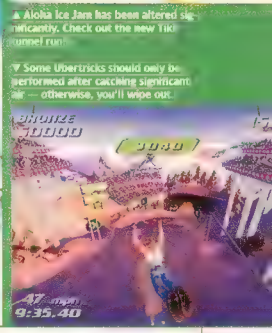
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2	PERCENT COMPLETE	50%
EA SPORTS BIG	EA CANADA	NOVEMBER	RACING	1-2	EVERYONE			

▲ Look out below! The riders attempt some downright daring (and physics-defying) moves when executing Ubertricks like this one. Land six of them and you get unlimited boost.


▲ Aloha Ice Jam has been altered significantly. Check out the new Tiki tunnel run.


▼ Some Ubertricks should only be performed after catching significant air — otherwise, you'll wipe out.

SSX TRICKY

This sequel's all about getting your moves on

New courses and characters? *SSX Tricky*'s got 'em. But after playing the latest pre-release version of the game, we can tell you that its real focus is definitely going to be on pulling off even crazier tricks than in the original.

Not only have the characters' basic tricks been tweaked for maximum flashiness, but each course will also sport many added rails, jumps, and even new areas in Showoff mode that aren't accessible in the main game. On top of all this, the newly-devised Ubertricks simply defy description. By charging your boost meter to the max, your boarder enters Tricky mode, after which hitting square or circle while performing grabs executes an Ubertrick. Some of the ones we've seen involve riders using their boards as propellers and even performing head-spins on them! Each character also has their own special, even crazier-looking signature moves that can only be performed after successfully landing six Ubertricks. Land that one and you'll have maximum boost for the rest of the race.

Other cool elements have also been added to the latest build, including TONS of boarder speech during races and DVD extras exploring every facet of the game's design, from the overall concept right down to the courses. Add it all up and this sequel's looking hotter than ever.

▶ **Randy Nelson**

▲ The Longest Grind Ever(TM) is one of the cool new additions to the Elysium Alps.

the BUZZ

It might not have a lot of totally new courses, but *SSX Tricky* is already loaded with cool tweaks and additions.

THE MORE THINGS CHANGE...

Unlike the first game, *SSX Tricky*'s Showoff runs boast lots of ramps, rails, and other elements that aren't found in their single-player versions.

▼▲ These shots show how the same part of Snow Dream looks in both game modes.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ACTIVISION	BLACK OPS	SPRING 2002	SPORTS	1-2	EVERYONE

PS2 PERCENT COMPLETE 40%

STREET HOOPS

Can Activision dunk on NBA Street?

Virtually out of nowhere, *NBA Street* came onto the scene and established itself as the new king of the basketball court. Its gameplay, combined with some seriously over-the-top tricks, helped it to gain a dedicated following quickly. Now a new challenger has appeared and is readying for some serious 1-on-1 competition.

Activision is currently preparing its own street-style basketball game by the name of *Street Hoops*. And just like with *Tony Hawk's Pro Skater*, the company is hoping to create a new hit franchise that will dominate the genre. *Street Hoops* will feature true-life locations situated in ten major U.S. cities and real life street ballers. Players will apparently be able to bet on the outcome of games and spend their winnings on licensed urban gear for their players.

You can expect *Street Hoops* to hit the courts in spring of next year. However, we'll have more info on this slammin' new title well before then. Better start practicin'.

▶ Stephen Frost

the BUZZ

If *Street Hoops* can deliver a *Tony Hawk's Pro Skater* experience, then it will become a sure hit.

▲ It looks like the game will feature four-on-four gameplay.

▲ The courts are based on real locations.

▲ Just like in *NBA Street*, dunks are going to be very dramatic to look at.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
TITUS	TITUS	WINTER	ACTION/SHOOTER	1	PENDING

PS2 PERCENT COMPLETE 70%

ROBOCOP

Play this game or there will be trouble

Loosely based on the three movies, *Robocop* throws you into the metal shoes of Alex Murphy as he takes on Omni-Consumer Products (OCP) and wages the never-ending war against crime.

Taking place in Old Detroit, the game will play mostly from Robocop's in-helmet view and showcase that famous heads-up display that fans have seen on the big-screen. By using the included zoom feature, you'll be able to lock-on to distant enemies and take them out long before they become a problem. And a special evasion button allow you to dodge attacks, but only to a limited degree.

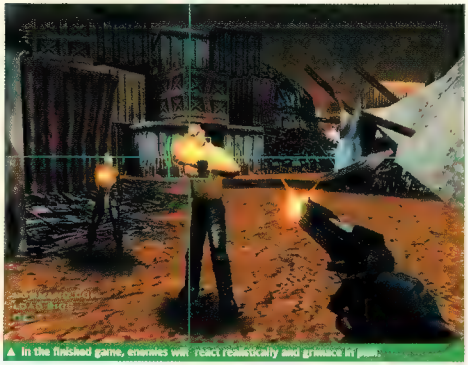
To add to the "realism", virtually anything you see in the game's 15 missions can be shot at and destroyed. That includes everything from the highly-detailed buildings to the police cars on the streets below. Now, we're not condoning blowing up police cars, however, you'll be able to do exactly that come this winter. Thank you for your cooperation.

▶ Stephen Frost

the BUZZ

It's been years since we've seen a *Robocop* game, so this game just has to deliver the goods.

▲ The heads-up display is very helpful.



▲ In the finished game, enemies will react realistically and grimace in pain.

▲ The targeting reticule locks onto any nearby enemies. Aim small, miss small...

Sunny Garcia Surfing

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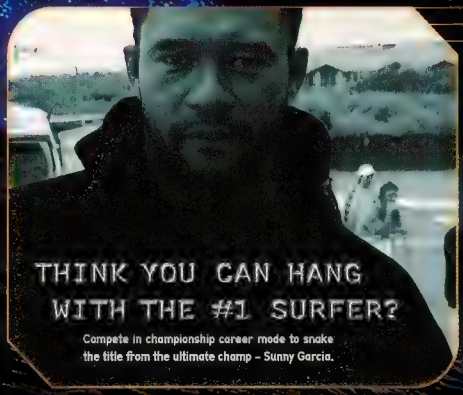
PADDLE OUT SOLO OR WITH FRIENDS

7 modes of gameplay offer up endless hours of single and multi-player action.

RIP IT UP AGAINST THE WORLD CHAMP!

SHANE BESCHEN AIRWALK AIR AT SANDY BEACH



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Compete in championship career mode to snake the title from the ultimate champ – Sunny Garcia.

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Off-Shore Winds...Barreling!
It's time to grab your stick and get ready to go off! Sunny Garcia Surfing captures the true essence of surfing as you travel the world in search of the perfect wave. Drop in on a gnarly Fiddlesticks 30-footer or have crazy fun sessions with Sandy Beach's 3 to 4 foot sets. Packed with ultra-realistic moves, you'll be stoked as you link together all of today's sickest surfing tricks including round-house cutbacks, lippers, floaters, barrel rides and unreal airs. SO GRAB YOUR 6'7" SQUASH TAIL AND RUSH IT!
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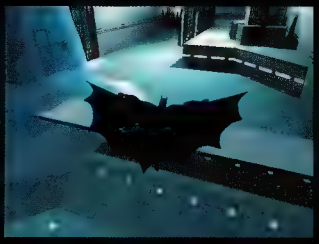
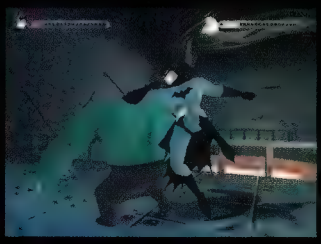


Next Gen Action with over 500 animated Batman moves

Next Gen Gear including 10 devices like remote charges



Next Gen Combat with intense martial arts combos

game play on the PlayStation®2 computer entertainment system

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PlayStation®2 GAME BOY ADVANCE

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Soundtrack includes songs by Static-X, Papa Roach and Alien Ant Farm.

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MGS2

DECLASSIFIED

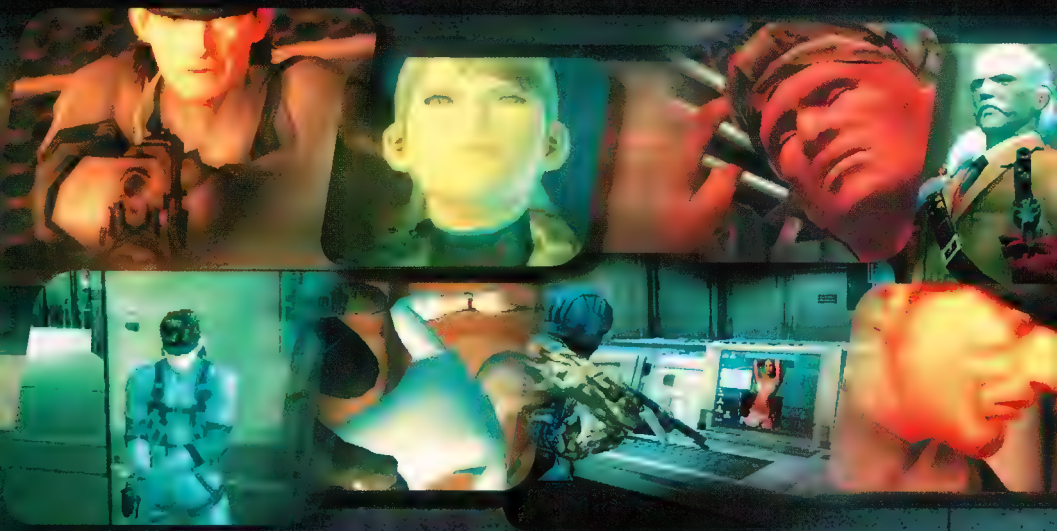
HOLD ON!

We've managed to put this guide together without spoiling any of the major story points, but if you don't want to be spoiled at ALL, don't go any further! Read this guide along with the game, and don't skip ahead.

You've been warned...

MGS2 DECLASSIFIED

Metal Gear Solid 2 is HERE! Because this game is so deep, we've put together a complete walkthrough, based on the Normal difficulty. Again, be warned that this may spoil a few things for you, so proceed with caution!



READY?

THE BIG SHELL MAP

Here's the Big Shell map. We've spotlighted Big Shell 2 on the right; a couple of its struts will be destroyed, so you'll never get to go to them.

Hold 2

Go through the door to the north. Once in Hold 2, go around the guards to the front of the room and hide behind the grates. There will be another door. Go through it.

Hold 3

This room is your ultimate destination on the tanker. First use the action button at the computer, as Otacon told you. Now go get those **pictures**. You'll know you've taken a correct picture when you hear a "beep." The **Marines logo** is visible from the back/left part of the room.

PART ONE

The Beginning

Your main objective at the beginning is to get to the **bridge** to fight **Olga**. The path to the bridge is relatively simple (you could say that it's a type of tutorial for the rest of the game). Be sure not to miss the **Storage Box** in the Storage room. Also, don't forget the ammo under the tables in the cafeteria. You'll encounter a few traps throughout here as well. Look for security cameras and trip wires connected to bombs. To get past the cameras, you can walk under them, but we suggest you shoot them out so that you don't have to worry about them. Since you have the M9, you have to hit the camera directly in the lens.

Engine Room Starboard

To get here, walk through the **lounge** (the room with the bar, magazine rack, and a large plate of glass). Go across the room to the other side, away from the bar. Go down the stairs, take out the guard, and you're there. Take a picture of the **toy** — when you do so, Snake will say, "good." This seems to indicate the objects that you're supposed to photograph. Also take a picture of the **poster** in the engine room directly across from the gate at the base of the stairs.

Engine Room Port

Take a picture of the two side-by-side **"boy and girl"** posters in the Engine Room port, just in front of the hall full of laser sights. To disable the **trip wires**, shoot out the **green lights**. The one that is most difficult to find is on the top. Climb up onto the box, stand on your toes, and you should have a clear path to it. There is a green light that you must crawl on the ground to see, as well.

Deck 2, Port

Head straight down the long corridor, using your **Thermal Goggles** to easily spot the enemies and traps. The first enemy will walk almost all the way to the end. When he stops and turns around to walk the other way, run up behind him, shoot him with a dart or strangle him. The next enemy will walk into a lighted area; he will be listening to music. Take him out with the M9. There will be two more enemies in the corridor to the right. You shouldn't have any problems with them; just sneak up and take them out with the M9.

Deck 2, Starboard – Shoot out

Try hiding behind the box and using the "Jump-Out Shot" to get off a few shots. When the enemies shoot out the lights, be sure to put on your Thermal Goggles. Also, watch out for enemies throwing grenades toward you. Sometimes it works best to just stand up and quickly fire away in first-person mode. This is your toughest battle yet, so hang in there.

Dolph's Seven Minute Briefing – Holds 1, 2, 3

Hold 1

To complete this objective, first climb down the **ladder**. Go left, crawling under the projection light. Walk quietly past the guard to the north. Now you'll encounter a metal grate; don't run on it, as the noise will alert the guards — slowly walk or crawl instead.

PART TWO

The Beginning

Grab the **Shaver** (see the items list for its location), then exit to the next room through the watertight door. Next, go download the map for this area at the **Node**. When the guards awake, take them out. Go to the boxes that form a sort of "U" — If you hide there, you shouldn't be detected. Wait for the guard on the left to go through the left door, then get behind him and strangle him and the remaining guard.

The Roof – Strut A

Take the elevator up to **Strut A**. From here go to the upper-left ▶

BOSS: OLGA

Olga may seem tough at first, but she's a piece o' cake. Go up the bridge and exit the door on your left to encounter her. You must try to knock Olga out with your M9. Aiming from the third-person view is best, because Snake will automatically lock-on to her. Once she targets you, wait for her to take cover, then do a diving roll to move around to her other side. If she doesn't see you moving, she'll think you're still where you were and you can surprise her from behind.

When she uses the tarp for cover, go into first-person and shoot the black plate it's tied to and the tarp will blow away. Also, when she shines the light in your face, you have to shoot it out. Aiming is tough — when your shot is lined up perfectly the light will flash red.

Don't forget to pick Olga up after she's KO'd to get her Dog Tag. Also, be sure to climb up to the top of the mast for the Thermal Goggles. From here, you'll want to make your way down to Engine Room Starboard.

Olga can't be hit while she's talking.

Stay in third-person view for the fight to make use of your auto lock-on.

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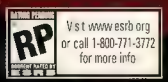

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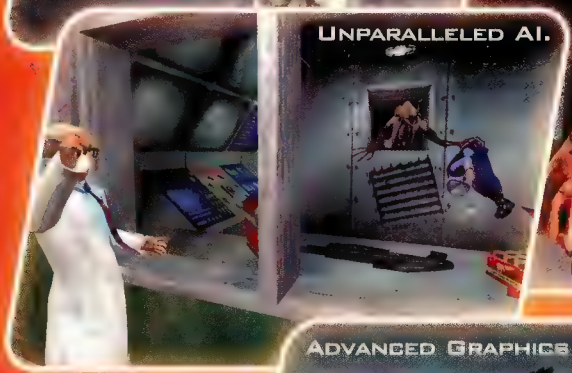

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While making your way through the dark rooms and corridors, take it slow, and never take on more than one guard at a time.

area and crawl under the gate. Go through the door to **Strut A pump Room**. Go to **Strut AB** and hang and shimmy across the bridge. Look out though, because even if you hang, the guard can still spot you; you may want to take one out. If you're quick, and he only spots you at the end, you can run to the next area safely. Go to **Strut B Transformer room**, then on to **Strut C** via the **BC bridge**.

Finding and Disarming the Bombs

1. Use the **Coolant** to diffuse the bombs. The first Bomb is in **Strut D**, on the lower level in the last hatch to the left.

2. Next, go to **Strut E Heliport** on the roof. Under the **airplane** you will find a bomb. Be sure to use the **Mine Detector** (from the Strut E Parcel room) to cross the **EF connecting bridge** safely, and watch for the sentry.

3. To reach the bomb in **Strut F**, drop down from the top level into an area surrounded by boxes below. First though, you're going to have to take care of four guards. When you enter **Strut F Warehouse**, immediately run left. Stop at the corner and peek around. You'll see a guard and he'll say "Nothing here." As soon as he turns to leave, follow him and choke him out. Go back, and there will be another guard going down the hall you just came from. Follow him, and give him a choke, too.

The third guard will come up — just stay out of his way, then follow him and take him out. The last one will remain downstairs. Go down for him via the staircase. When he leaves the staircase area, follow him for one last choke-out.

4. The bomb on **Strut A** is in the Pump room on the first floor. You need to crawl parallel to the **red pipe**, and under it, to reach the bomb at the center of the pipe maze.

5. The bomb in **Strut B Transformer Room** is in the upper-left corner of a room, just to the left of the north door, hidden behind an open locker-type door.

6. The bomb in **Strut C** is in the women's bathroom. Go to the **sink** and look up to the right; it will be there. Stand next to the sink and freeze this bomb.

7. Final bomb: Go back to **Strut A**, to the roof, and take the **elevator** back down. Run back down the long hall to the very first room you entered, and look for the bomb under the hanging vehicle at the south end of the room.

Getting a Disguise

Go to **Strut E** and then to the **EF bridge**. From here you can go to the **Core**. This will be tough. As soon as you enter the core, shoot out the camera. There will be two guards that pass by; shoot them from inside the doorway with the M9. If the camera on the right corner sees the bodies, retreat immediately to the **EF bridge**.

Return to that camera and shoot it out. Go around this corner on the left and go into the next room to download the map from the **Node**. Now return to **Strut F Warehouse** to get the **AKS74U**. Go to the lower level via the stairs. The room to left, directly across from the stairs, has the AKS74U. It's in the back right corner. Return to the Core. If you have both your disguise and your AKS74U equipped, the guards shouldn't bother you — just don't bump into them or do anything suspicious. Go to **B2** via the **elevator**. While you're there, check out the parrot and listen to what it says. For laughs, check out the guard who keeps downloading girlie images on the computer. ▶

BOSS: FORTUNE

A After your ordeal with her, go to the Heliport of Strut E Roof quickly. The first time you encounter her, it's not really a fight since you can't possibly hurt her. Just stay out of her way until the elevator comes back down. After it does and you try to get on it, a cinema will take over and that's the end of that – for now.

GETTING DOG TAGS

Getting all of the Dog Tags will be tough, and will require you to track down every enemy in the game. Thankfully, extra enemies that come after you in a Red Alert don't carry any Tags. In general, in order to get dog tags all you have to hold enemies up and aim at their head or crotch in first-person view — this will make them shake, giving up their tags. Here are a few tips to help you grab 'em all:

Behind an Enemy

If you hold an enemy up from behind he won't shake, so you have to move around to his front. To safely do this, first make sure that your gun is always held on them. Leave first person mode and hold down L1, which will allow you to walk with your gun drawn, and quickly move to the front. If you have to work through an enemy, you should be fine. Now quickly turn and face the enemy, and go back into first-person mode. Aim the gun at his head or crotch and he will shake, giving up a tag. Keep aiming over and over and he'll randomly cough up extra items. Note: To see for sure if an enemy has a Dog Tag on them, look at them using the Thermal Goggles.

Accidentally Knocked out

If you accidentally knock out an enemy before getting his Tag, don't worry. Simply spray him in the face with Coolant to wake him up, hide, then ambush him again.

More than One Enemy in a room

This situation can be slightly tricky, as you will need to hold a guard up without being spotted by the other. I suggest that you first knock one guard out with the M9, hold up the second guard to get the Tag, then dispose of him. Now go back to the guard you knocked out and wake him up with the Coolant, hide, hold him up and get the Tag.

Enemy that won't shake off Tag

Some enemies won't shake off their tags. In this case, you have to figure out how to get their tags. Sometimes you'll have to hold them up with a more imposing weapon, or shake them after you've knocked them out.

One-Time Enemies

Sometimes there will be enemies that appear only once in a certain situation. This means that if you miss them, you cannot go back to retrieve their tags. So if you're really trying to get all of the Tags in the game, always try to get every Tag from every enemy when given the chance.

WEAPONS & ITEMS LIST

Following is a mostly complete list of every item and weapon in the game, what they do, and where you can find them. We say "mostly complete" list because there are still a couple of hidden gems that we've yet to uncover. Rest assured that every new tip and secret we find will be published in upcoming issues!

Cigarettes

You start with these, and get them later during a cinema after you first arrive at the Big Shell. They are good for steadying your aim, and they reveal invisible infrared sensors. Don't keep them equipped for too long however, since they drain your life.

Cardboard Box

In the storage room with the fruit and stuff (just below the bridge area where you fight Olga). The boxes are good for hiding from enemies.

Coolant Spray

Given to you by Peter Stillman in a cinema to freeze bombs, but you can use it as a weapon, as well — aim it at an enemy's eyes to temporarily blind them. You can even use it to scatter bugs, or wake up someone who's sleeping.

Book

These are copies of FHM magazine, which showcase pictorials of hot models. You can find them hidden in many places, like in the Strut F Warehouse. You'll have to drop down from the upper floor to get it. There's also another one around there, in a locker that won't open behind a Level 1 door in the bottom-center of the room. Blast the door off its hinges with the RGB6 to grab it. These books are good for distracting an enemy — just place it on the floor and he'll kneel down to read it.

Body Armor

A must-have item, as it reduces the damage that you take in half! Find it in Shell 2 Core, B1 Filtration Chamber No. 1. You have to swim through the tunnels, past the Life Reaction Tank where you fought Vamp, and into the underwater area that leads to the room where you find Emma. It's at the end of a long tunnel which runs parallel to the one leading to Emma. It's almost invisible in the murky water, so go into first-person mode and look carefully.

Sensor B

Found in the pantry where you first meet Peter Stillman, back in Strut C. This helps to detect bombs.

Box A

Sitting out in the open in the Strut A Pump Facility.

Box B

In Strut F Warehouse, on the lower level in a room to the southwest. It's in the same room as that area's Node, along with a Ration in a locker and Pentazemin.

Box C

Lying out in the open in Strut E Material Distribution Facility.

Box D

Shell 1 core B2. It's inside the control room area, next to the Node.

Box E

Found in Strut C Parcel Room 1F. You have to step up onto the end of a conveyor belt to get it.

M9

Inside of the upper-right room on the upper level of Strut F: warehouse.

Mine Detector

Take the stairs down from the first floor of the Parcel room on Strut E to find this item sitting out in the open.

Nikita

Found underwater in Shell 2 Core, B1 Filtration Chamber No. 1, floating very close to the air pocket in the far lower-right corner of the area. This weapon allows you to shoot missiles that you can guide.

N.V.G. (Night Vision Goggles)

Found in Shell 2 Core, B1 Filtration Chamber No. 1. It's underwater, floating at the end of a short hallway in the middle of the area. This is handy in dark areas.

Thermal Goggles

Climb up the tall mast directly above the Bridge — the Thermal Goggles are at the very top. You won't be able to go here until you beat Olga. The second time you get these, they're in the Hostage room of shell 1 core B1, beyond the retinal scanner. You'll find the goggles on the stage behind the podium.

Wet Box

Just opposite the West door leading from the Bridge control room.

AKS74U

In Strut F, behind a Level 2 door (you'll need the Level 2 passcard to get it). You will need this weapon to complete your disguise, but it comes in handy for big battles, too.

Shaver

Grab this in the first room you enter in the Big Shell. It's in the fenced in area near the two machines marked 3 and 4. Hang from the wall to access this area. You will need this to get the Cigarettes later.

Level 1 Security Card

In Strut C Dining Hall; Stillman will give you this card.

Level 2 Security Card

Just after beating Fatman, you'll get this card from the Ninja.

Level 3 Security Card

Given to you by Ames, one of the hostages in the hostage area.

Level 4 Security Card

The Level 4 security Card is given to you by the President himself in Shell 2 Core, 1F during a cinema.

Level 5 Security Card

When you first take Emma to Strut L, she will give this to you in a cinema.

MO Disc

Given to you by the President in Shell 2 Core, 1F. You won't use this until a cinema later on in the game.

Directional Microphone

This is in Shell 1 core B2. Use this to hear Ames' heartbeat and to eavesdrop on various conversations.

RGB6 Grenade Launcher

In the Strut F Warehouse, on the upper level, behind a Level 3 door in the upper-left corner of the room.

M4 Assault Rifle

In the Strut F Warehouse, on the upper floor, behind a Level 2 door on the middle-left side of the room.

Hand Grenades

In the Strut F Warehouse, on the upper floor, behind a Level 3 Door in the lower-left corner (there's also some PSG1 ammo in a locker here).

PSG1 Sniper Rifle

In the Strut F Warehouse, on the upper floor, behind a level 3 door towards the middle-right.

PSG1-T

Inside an air pocket in the flooded area of Shell 2 Core, B1 Filtration chamber No. 1. Great for knocking out enemies quietly at a distance.

C4

In the Strut F Warehouse, on the upper-floor, behind a Level 2 door near the upper-right corner of the room. Use these to blow open any of the lockers that you find locked.

Digital Camera

In the Strut E Material Distribution Facility, first door on the right. Get it right before you go and rescue Emma. Use this to get as many "good" pictures as possible. Getting all of the "good" pictures may unlock something... more on that in later issues.

Claymore Mines

In the Strut F Warehouse, on the upper floor, behind a Level 2 door near the upper-right corner of the room. You can also pick the mines up off the EF Connecting Bridge; just use the Mine Detector to spot them, and crawl up to them from behind.

Stinger Missile Launcher

You get this during a cinema scene just before the Harrier boss battle. You will also need to use these in the second to last boss battle.

Love At First Fight.

CAPCOM® VS. SNK® 2
MARK OF THE MILLENNIUM 2001

Two of the world's fighting giants return in this colossal slug-fest and it's time to settle the score! Choose from an arsenal of over 44 characters from the Capcom and SNK fighting universes and customize your fighting style with even more fighting "Grooves." Capcom vs. SNK2… More Fighters…More Fighting Styles… More Mayhem!

TEEN T
Violence
Suggestive Themes
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CAPCOM

PlayStation®2

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Finding Ames

Once you're fully decked out, go to the **elevator** in **Shell 1** and take it to **B1**. When you get to the **retinal scanner**, put one of the guards in a choke hold and drag him over to it. Once you enter the room, your job is to find Ames using the **Directional Microphone** (found in Shell 1 core B2 — make sure you listen to the instructions).

Ames is usualy the prisoner in the far bottom left area, although it seems that his position might change sometimes. He's always sitting up against a box alone, and he has long brown hair with no baldness or grey. Be sure not to hurt the guard, since if he doesn't constantly report in, other guards will be sent in to investigate.

Afterwards, while you're eavesdroping on the conversation, try listening to the **bathroom**, too. When **Ocelot** comes towards you, hurry up and switch back to your **AKS74U** and absolutely *do not* move — just remain still until the cinema takes over.

Getting to Shell 2

To cross the **Shell 1-2 Connecting Bridge**, you'll need the **PSG1 Sniper Rifle** (see the items list on how to get it). Once you have it, go to **Strut D** and enter the door closest to the right which takes you to the Shell 1-2 connecting bridge.

At the bridge, target all of the flashing **green boxes** way on the other side, and make sure to knock out the sneaky ones: one is placed right above the passage behind you that leads back to Strut D, and the other is behind the flag off in the distance (stand on the far right side of the balcony to see it). There's another one on the white hovering vehicle just above the structure. Once it's safe (check with your Thermal Goggles or use the Cigarettes to be sure), begin to walk across the bridge. About halfway through, a cinema will take over which leads to a boss battle with a **Harrier** jet (see box below).

Crossing the Bridge to Shell 2

The bridge is pretty messed up after the fight, but you can hop the rail on the right to shimmy out across a long pole. Once you're over the giant pipe, drop down onto it to reach the other side of the bridge. Run up along the right catwalk (move quickly to avoid falling). When you reach the end, hop the rail and drop down onto another catwalk. You'll spot two guards which can easily be shot from a distance (even with the M9, if you're a good shot). Continue on and leap over the opening in the catwalk (or hop the rail and shimmy if you're not feeling flashy). Then, shimmy past the larger opening before climbing up the ladder to the **Strut L Perimeter**.

Strut L Perimeter

Watch out for the guards posted behind the windows, and especially be on the lookout for the flying Cypher — as it patrols, it can spot you as soon as you turn the corner before the first window. This is a VERY tough area to get past unnoticed. It's easier to just blow up the Cyphers with Stinger missiles or an automatic rifle, and pop the guards with a rifle through the windows. However you do it, you do NOT want those Cyphers gunning for you once you start to make your way across the thin ledge.

You'll have to flatten against a wall and slowly slide across to avoid falling, and at one point you'll have to crouch, while still ▶

BOSS: FATMAN

He looks very lame initially, but don't be fooled; he can be tricky! You have to alternate between shooting Fatman and using your Coolant to freeze the bombs that he plants. You can spot his hidden bombs on your radar if you equip Sensor A. Fatman will hide the bombs in hard-to-find places, such as underneath and on top of things. However, his first two bombs are almost always in the same place: the three small crates in a reverse "L" shape in the upper-right corner, and the front middle block (on the side facing you).

Knock Fatman down, then aim for his head.

Try to get in at least one good attack on him between disarming each bomb. His coat is heavily armored, so to do any real damage you have to hit him in the head. Shoot him several times with the Socom to knock him over, then go into first-person and blast him in the noggin as he slowly stands back up. Keep in mind that he's invulnerable while placing his bombs, and that he'll slam into you and even shoot at you from time to time. Laying Claymore Mines in the path of his very predictable pattern is also a good strategy. The last bomb that he plants is hidden under his body; simply drag him out of the way and then freeze the bomb.

BOSS: HARRIER JET

This battle isn't so tough. Look for the red arrow on your radar to find the Harrier, then use the Stinger Missiles that you got during the previous cinema. Aim at the Harrier until you get a red lock-on indicator, then fire. You can nail it multiple times as it swoops in, especially when it hovers in front of you. When the harrier charges, go on the move to avoid missile and machine-gun attacks. Oh, and be sure not to fall into any open holes that the harrier might blow out of the bridge.

Stinger missiles do the job just fine.

BASIC TRAINING

Everyone should know these tips, as well as many of the basic manuevers in the manual.

1. To put someone in a chokehold, you have to stop moving before you press the button. If you're pressing the stick at all when you go for the choke, you'll perform a hip-toss instead. Once you have someone in a choke, you can drag them around, pausing briefly to apply pressure when they being to struggle free. If you tap the button quickly, you will end up killing them. Can you get through the game without killing any of the guards?

Point at a guard's head or crotch and he'll give up the loot!

2. After you take down a guard, pick him up a few times to shake random items losse (usually ammo or Rations).

3. Whenever you encounter a table, always crawl underneath of it, as you will most likely find some useful items.

4. Whenever you're undercover as a guard, don't attack or even touch any of the real guards, as this will blow your cover.

5. Once you're holding an enemy up, point at his head or crotch and he'll randomly shake free some items.

6. Hold L1 and you can move while holding out your gun.

7. Tap R2 quickly to unequip, then equip, your weapon. Also, if you want to lower a drawn weapon without firing, just slowly let off of the pressure-sensative shoot button.

8. You can toss an empty ammo clip to distract a guard.

▶ pressed firmly against the wall, to finally make it across. Turn the corner and, if you've managed not to cause a stir, you'll see a soldier, um... "relieving" himself from above. Walking through the golden stream won't hurt, but... yuck. Anyway, make sure he's not looking and hop down onto the catwalk below.

You'll see four Cyphers flying around in the distance, but don't worry, as they won't come after you on this catwalk. Take the stairs up to the main area and take care of the four Cyphers (the PSG1 takes 'em out in one hit if you aim for their guns). Now you want to head in the direction of the **Shell 2 Core**, but the bridge is in bad shape. Hop over the first gap with a running leap and proceed on.

Shell 2 Core, 1F Air Purification Room

Upon entering, eavesdrop on the conversation. Head around to the back of this room to enter the control area with the **Node**. There is a small room with Nikita ammo near the back-left of this area, but be sure to deal with the sentry guns before you enter (use your Socom, since no one will hear). You'll find the room holding the **President**, but the door is protected by an **electrified floor**. If you knock on the walls surrounding the President's room he'll hear you, but can't do much. Take the **elevator** down to **Shell 2 Core, B1 Filtration Chamber No. 1**.

Shell 2 Core, B1 Filtration Chamber No. 1

First, activate the **Node** next to the elevator. B1 is flooded, so you'll have to swim. Some underwater hatches can't be opened, but some can. Exploring underwater is tricky; you may have to use Rations to keep yourself going between **air pockets** (which you can find by the blue markers on the radar, and the blue light they cast on the ground below). The **PSG1-T** floats in an air pocket above some wreckage, so explore everywhere. The **N.V.G.** (Night Vision Goggles) can also be found in this area. The **Nikita** is floating very close to the air pocket in the far lower-right corner of the area.

Back to Shell 2 Core, 1F to save the President

Your goal is to fire a Nikita missile and navigate it through the **air ducts** into the room where the President is being held captive. If you destroy the rather obvious large **generator** inside that room, the electrified floor keeping you from entering the room will be permanently shut down.

Now, there are obvious air ducts to shoot a missile through in the lower part of the area, but here's a much easier route: go into the small, dark room at the bottom-left corner of the map (the one with the two sentry guns). Hop up on top of the crate there and turn on your N.V.G. Aim straight ahead and you'll see a **secret air duct** entrance that's much shorter and easier to navigate through than the others.

One last part, though: don't blow up the Prez or the mission's over. To get him out of the way, first run around to the **north wall** of the room he's in, back up against it and **knock**. He'll come to the wall to investigate while you run back to the air duct and fire your missile. Now you can navigate the missile through his room without having to worry about blowing him up into itty-bitty pieces.

Now that the electrified floor is turned off, go inside the room and speak to the President. Along with a long (and shocking!) story sequence, he'll give you the **Level 4 Security Card** and the **MO Disc**. Before leaving the President's room, be sure to crawl into the opening at the bottom of the south wall for some extra Stinger missiles. Now it's back down to the lower level **B1** to rescue Emma. She's behind a level 4 door, and to get there you'll need to swim through the room with the rubble and up the stairs. A big boss fight with **Vamp** is up next.

Finding Emma

Now it's finally time to save **Emma**. Go through the door across the room and swim through the underwater area. At first you won't have radar, but this area isn't ▶

ADVANCED TRAINING

These tips will help you become an expert player, and aid you in some of the more difficult areas of the game.

1. You'll notice that the enemies you can get Dog Tags from have them around their necks and glitter from their chest. Simply hold them up and point at their crotch.

Try spraying Coolant all over the place.

2. Shoot directly at the lens of a camera to disable it.

3. Do 100 pull-ups to increase your grab meter, so that you will be able to hang longer. You don't have to do them all at once, you can take breaks in-between to refill your Grip Gauge. To do a pull up, hang from any edge, go into first-person view and hold ↓ and ↓ to "peek up" over the edge — in effect, you're doing a pull-up.

4. When trying to collect all of the Dog Tags, it helps to knock all of the guards out first, then wake them up one at a time with the coolant before holding them up.

5. Take an enemy hostage using the stranglehold technique and the other soldiers will hesitate to attack you.

6. At any time, you can slowly regain health by simply crouching and remaining still. This technique will only fill your life meter back up to the green area, however.

7. When a guard is standing up against the railing, you can knock him over the edge with Snake's "punch-punch-kick" combo. It's very effective.

8. Snake will slowly lose life if you light up a cigarette, but if you let him puff away for a minute or so, he'll stop losing energy. Also, smoking has the same effect as Pentazemin in that it slows Snake's heart rate and helps him aim better. Finally, puffing smoke is an alternate way to help you see laser trip-wires.

9. If an enemy spots you and you have no chance of taking him down before he notifies the others, simply leave that area before your map turns red — this will stop the Red Alert. You can now safely return to that area.

10. Use the C4 or Grenade Launcher to blast open locked lockers.

11. When an enemy first sees you, if you're quick, you can shoot the "!" above his head to make him fall asleep. Just be in first-person mode, aiming above his head right when he spots you.

BOSS: VAMP

First off, don't fall into the Life Reaction Tank, or you're dead. Also, Vamp can predict your moves if you try to lock-on to him, and you won't hit. Instead, aim all of your shots manually in first-person mode. When Vamp walks at you glowing red, he's invulnerable to damage for a short while, so go on the defensive. When he walks along the rails and throws knives, shoot at him and his knives too, before they reach you.

When he slashes you he draws blood, so have bandages ready. He also throws yellow daggers that freeze you in place for a few seconds. When that happens you won't be able to run away, so go into first-person view and shoot down any incoming attacks. Assault rifles work best since his speed makes it tough to aim with the Socom, and while locking on is supposed to be bad, Stinger missiles work great as long as he's not confusing your lock-on with lots of knives.

Shoot him, and repel the knives.

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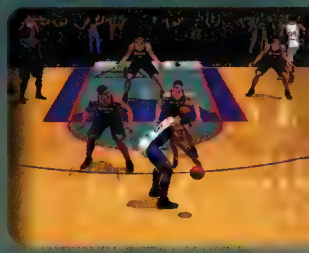
NBA 2K2

There are worse things than missing the game-winning free throw.

Like having to call your roommate "Daddy" for a week.



Shut down opponents with a variety of zone defenses.

Slow by defenders with crossovers, spins and jukes.

Stun opponents with all-new alley oops and dunks.

PlayStation 2

XBOX

Dreamcast

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▶ too big. If you look around you'll find some PSG1-T ammo and a very important item, **Body Armor**. Look for a set of stairs; they'll lead you up to the room where Emma is. Once you enter the room, activate the **Node**, and Emma will appear as a small blip on your radar. Don't grab her yet, though — collect some loot first (this is the only chance you'll have). There's a Book in a locker, C4 explosives, and some Pentazemin lying about. When you're ready for Emma, she's hiding in a locker, and when you find her, she's startled so much that she wets herself. What is it with this game and bodily fluids?

Leading Emma Out

Now you need to lead her out. Stand near her and press the action button to **take her hand** and lead her around. When it's time to get wet, she'll climb onto your back and you can swim with her attached to you. If you'd rather explore a little on your own first, just exit the water and leave her standing there for awhile.

When you finally make it back to the elevator, the whole place will be crawling with **bugs**. Since Emma won't walk through them, use the **Coolant** to send 'em running. Take the **elevator** back up to **Shell 2 Core, 1F**. Now it's time to head for **Strut L**, over the **KL Connecting Bridge**. You'll run into guards along the way, so be sure to stash Emma someplace safe when you run ahead to take them out. To get to Strut L, use the Coolant to put out the **fire** and safely cross over. When you get to Strut L, Emma will hand over the **Level 5 Security Card** needed to enter.

Strut L Sewage Treatment Facility – Sniping for Emma

Go down the long **ladder** to reach the **Strut L Oil Fence**. Now it's time to play a kind of mini-game: Emma will walk across the pipe, and you have to clear the way for her with your **PSG1** Sniper Rifle. Ammo will constantly replenish around you, so you shouldn't run out. Before starting, turn on your **Thermal Goggles** and keep them on for the duration.

First, go for the Claymore Mines on the pipe, then take out the Gun Cyphers and enemy soldiers across the way. Pentazemin definitely comes in handy here, as you'll need steady shots. At a certain point you'll be able to call on someone to help you lay cover fire from their position on Strut E. After he offers to help, all you have to do is call him on your **Codec**. Then, all you have to do is put an enemy in your sights and he will take him out for you. One last thing, be sure to clear off the remaining couple of Claymore Mines near the end of her journey.

Just as Emma reaches the end... Vamp attack! Take him out with some well-aimed shots to the head, but be careful not to hit Emma. After the cinema, don't forget to grab the new **Digital Camera**. Go through the first door from the hatch; now go through the first left door. Get the Digital Camera in the door on the right in the next room; it says "level 5" on it. Now go to the door in the back right which leads to the EF con-

BOSS: METAL GEAR RAY

GAH! Three Metal Gears! Okay, calm down. Keep moving to avoid their missiles, and get off shots with the Stinger whenever you can (listen for the beeps to know how close their incoming missiles are). As soon you see missiles launched in the air vertically, just keep moving and you'll be okay.

When a Metal Gear steps forward and uses machineguns (you'll know because it will cover its face with its arm), try to jump over the bullets. Also, when it is about to shoot, don't launch any missiles, as its arm will protect it. If you see horizontal missiles coming at you, wait until they're close to hitting, then quickly leap out of the way.

It's best to focus your offense on one Metal Gear at a time. Periodically, extra ammo and Rations will appear scattered about, so grab 'em. As you destroy Metal Gears, new ones will appear — just keep on blowing them up until a story cinema takes over.

SNEAKY SECRETS

Some of these secrets are very useful in the game, while others are just plain goofy. There are sure to be plenty more, so stay tuned!

1. Tap R1 on the title screen to hear gunshot sound effects. What a blast!

2. Tap the R1 and R2 buttons to make some hilarious ad-lib comments on the Codec screen; especially when you're talking to a woman.

3. Hit the toilets to cause them to flush.

4. Try pointing the Directional Microphone at different areas, like a certain bathroom.

5. If you knock out Emma with a sleep dart, she'll doze and speak in her sleep, saying "Hal..." and "Venus in Cancer", which is what her pet bird says.

6. Hold ◎ to quickly get through the messages. Sometimes hitting ⊗ and select will allow you to just leave the screen.

7. If you knock someone out, you can wake them up by spraying coolant in their face.

8. Beat the game and you can start with the Digital Camera in either section.

9. Beat the game and the title screen turns blue.

10. On the Roof of the Shell in Strut A, start killing the Seagulls. If you do this long enough, you'll get an interesting message.

11. During Codec scenes, you can move the characters' heads around by moving the analog sticks. You can even zoom in and out of their faces. Bizarre!

12. Inside of a locker, you can press L1 to peek through the grate. Don't forget that the button is analog, though — hit it too hard, and Snake will slam his head against the door. Also, you can knock the doors off of lockers with repeated punches and kicks (although you can't hide anything in a busted locker).

13. Go inside a locker with any girlie poster, look at it and press L1 — Snake will make a "kissing" sound! If you look at the poster while the door's open, give Otacon a call for a hilarious message. One last thing: press your back against the open door with the poster of the girl in the yellow bikini, and without a weapon in hand, "knock" against the locker. If you happen to hit a certain, ahem, "area," guards will come after you.

14. If a guard gets suspicious of you hiding in your cardboard box, he'll attempt to look inside through the handle holes. This is pretty funny, especially if you're looking out of the box in first-person mode.

15. The environments are very interactive, with extra stuff to shoot in almost every room. Any *MGS2* novice knows that pipes and fire extinguishers can be shot at to cause leaks. For maximum shooting gallery fun though, try firing at the plates, pans, hanging lights and the napkin holders in the galley, and pretty much everything in the stock room. There's also a pulley blowing in the wind out on the deck that you'd probably never think to shoot at, but it still reacts to being hit.

16. During your fight with Olga, leap over the railing on the left side of the battle area and hang. Olga will lean over and take shots at you until you fall off, and most of the time, she'll get a good laugh out of it. That sadistic little...

wounds will
heal. . .

necting bridge. Throw a Chaff Grenade to stop the flying machines and go across the broken bridge to **Core 1 B2**.

Unequipped

After an incredibly long, incredibly shocking series of movies, you find yourself stripped of all your items. Obviously, your first priority is to get them back. First crawl up under the control panel on the left for a Ration. Then, exit the door to the right (after grabbing the Medicine out of the locker) and use the **Node** to turn on your Radar back on.

Sneaking Past Guards

Now you've got to sneak past guards, and it won't be easy because you can't use your choke hold. There are plenty of places to hide, but if you're spotted, the crap really hits the fan — there are LOTS of guards, and they're tougher than any of the ones you've faced before.

To get all of the items in this area, go around the first guard to the right, then go left around the second guard before moving back to the right to find a hidden Ration along the right wall. Also, there's Medicine at the far end of the room near the stairs — just follow behind the guard once he turns and starts to walk away from you.

You could go up the stairs here, but go back to the **other side** of the room that you started on and take the stairs there, on the right. Wait for the guard to move away, then walk quietly across the bridge to the other side where you'll find **Box E**. Grab it, then head back across the bridge to the stairs you came up. To get past the guard here, wait until he starts to walk away from you, then follow him until you reach the large crate there. As impossible as it may seem, flatten against it and he'll turn around and walk right by you. Leap over the open pit (last-second timing is needed) and flatten into the corner there. Watch the guard on the bridge, and when the guard in front of you is looking out across the lower area, run up to his side and slip behind him. This door leads to the **Ascending Colon**.

Ascending Colon

There are three doors in this long tunnel, including the one you entered from, and none of them will open for you. The only thing that you can do is to continue to answer **messages** until a big story scene happens, where you get the **Blade** plus all of your original equipment. Remember to equip your **Body Armor**! After a quick tutorial, it's back downstairs where you have to make your way through the room and eliminate every last soldier — only then will the door at the far end open.

Sigmoid Colon

This is a round room where you have to fight off a bunch more enemies. Some enemies block a lot of shots with swords — if one gives you trouble, use your **Blade**, instead. Keep coming back to a gun though, like the M4. Automatic fire and auto-targeting make for a lethal combination.

Note: A couple of times during this fight, it will look like you've died. However, you'll still be able to move and fire, and after about ten seconds, everything returns to normal. Really take note of the "fake death" screen, though, as it has metaphorical significance; try pausing the screen, if you like.

Once you've finished off all of the bad guys and watched a story cinema, you get to face an army of Metal Gear Rays in an area called "Arsenal Gear-Rectum." Check out the strategy on the previous page, then turn back for the last boss.

THE FINAL BOSS

Fight with the sword. He's only vulnerable while he's attacking, so you have to dodge, then attack as he's either finishing his move, or recovering from it. Listen for a "tah!" sound — this means he's about to attack with one of his tentacles. If you hear the sound twice, that means he's attacking with both of them. If he rears back for his double overhead slash, move away very fast because there's no way to block it.

If he leaps off the walls, jump out of the way just before he can land on you. After you wear him down a bit, he'll throw off his tentacles and toss a couple of new attacks your way. Actually though, he's easier at this point. He'll charge at you with sword thrusts, and all you have to do is hold block with your sword (just make sure you're facing him). After blocking his attack, hit him back.

The real key to beating him is that you have to make the most of every opening; don't settle for just one strike, try to hit him three times, which will knock him down. The faster side slashes work the best. In between slashes, take a quick step forward if you have to in order to keep on him.

Congratulations, you've just beaten MGS2!!!

SNAKE'S WORDS OF WISDOM

Snake will give the player lots of tips throughout the game, and for your convenience, we've gathered them all here in one place. Read on and learn from the master!

Snake has a lot to teach new players, so listen up. Some tips reveal cool secrets!

▶ "Shoot a fire extinguisher and the contents will spew out. It's probably a good way to distract enemies."

▶ "If you shoot those pipes along the ceiling or the floor, jets of steam will escape. Use it to distract or burn the enemy."

▶ "Remember to use the surroundings to your advantage."

▶ "To throw something, such as a grenade or magazine, press the Weapon button to cock your arm and release the weapon button to throw the object. Remember, the distance thrown varies, depending on how hard you press the weapon button. Make sure you target the throw at the most effective spot."

▶ "Put your Thermal goggles on and look at the enemy's neck area. You should be able to see if he has Dog Tags on."

▶ "Look at the enemy you knocked out. See the stars revolving around his head? When the stars disappear, the enemy will regain consciousness. Keep and eye on the spot above their heads."

▶ "You can use the holes left behind from the collapsing floors to your advantage. Tip the bodies of the enemies you've taken out into the ocean to hide them."

▶ "A full Life Gauge will slow down the consumption of the Grip Gauge."

▶ "The consumption of a full O2 gauge will also be slower with a full Life Gauge."

▶ "Select the enemy field uniform in spots where you have to leave footprints. It'll keep them from spotting your presence."

▶ "If you see a likely handhold while you're jumping down from hanging, try pressing the action button. If you hit it well, you should be able to grab on."

▶ "Jump down right onto the enemy's head from Hanging to knock him out. Look down in first person view to aim well."

▶ "Go for the central nervous system if you absolutely have to take someone out."

▶ "Inflict only the damage that is the most effective for a given situation."

▶ "Spray [Coolant] into an enemy's face, and he won't be able to see for a while."

▶ "There are some items you can only get from a holdup."

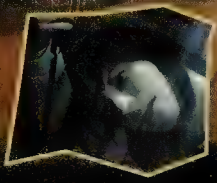
▶ "By setting C4 explosives in close proximity of each other, you can set off a chain of explosions with a single blast."

▶ "Bulletproof equipment will not protect your enemies from a grenade blast or shrapnel."

KONAMI

...but your mind will be scarred forever.

SILENT HILL 2



MATURE M CONTENT RATED BY ESRB

Violence
Blood and Gore

PlayStation®2

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ONLY WHEN HE HARNESSES THE POWER OF WIND,
EARTH, WATER, AND FIRE WILL HE POSSESS THE STRENGTH
TO DEFEAT THE POWERS OF DARKNESS AND THE VOID.
PREPARE TO FACE THE INEVITABLE. *Destiny Awaits.*

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KWIK-E-MART

OH, MARGE, ROADS ARE JUST A SUGGESTION. LIKE PANTS!

MATT GROENING

Mr. Burns' nuclear-powered fleet of critical mass transit is making Springfieldians catch "ride-share fever"! Help buy the bus system back by driving fares through rush-hour traffic, suicide shortcuts and unsuspecting buildings. Take the fastest possible route. Or just use the roads.

thesimpsonsroadrage.com

PlayStation.2

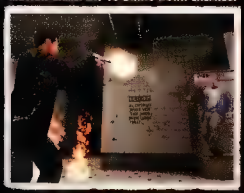
MAX PAYNE

*ACTUAL SCREENSHOT FROM THE PC

NEW YORK. FUGITIVE UNDERCOVER COP. NOTHING TO LOSE.™

PAINSTAKING ATTENTION TO DETAIL- EVEN THE BULLETS ARE MODELED ACCURATELY.

BULLET TIME™ LETS THE PLAYER USE SLOW MOTION GAMEPLAY TO BRING DOWN ENEMIES.



SELF ADJUSTING DIFFICULTY KEEPS YOU IN THE SWEET SPOT OF GAMEPLAY BLISS.

IGN.COM 9.3/10

"[MAX PAYNE] IS A TITLE YOU ABSOLUTELY MUST NOT MISS IF YOU'RE AN ACTION GAMER."-IGN

GAMESPOT.COM 9.2/10

"AN OUTSTANDING AND ORIGINAL ACTION GAME THAT'S NOT JUST DIFFERENT FROM ALL OTHER SHOOTERS TO DATE, BUT ALSO IN MANY WAYS SUPERIOR." - GAMESPOT

"HIGH INTENSITY, TWO-FISTED GUNPLAY WITH HONG KONG-STYLE CINEMATOGRAPHY, COMPLETE WITH PLAYABLE SLO-MO AND BULLET-TIME. THIS GAME JUST ROCKS."- NEXT GEN

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STRATEGY

Tips, guides and cheats that will make you a winner

Contents

120 ▶ Capcom vs. SNK 2

120 ▶ Devil May Cry

118 ▶ Tony Hawk 3

122 ▶ CODES

Tony Hawk 3

We give you the info on hidden areas and extreme tricks in our strategy on pg. 118!

TAKE THE PSM CHALLENGE!

RULES: You can't send an entry for each challenge. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on January 1. If there are multiple winners, the final winner will be decided by the best paragraph that explains why you're the winner. Send a picture or a videotape (sorry, but we can't return them) and a short paragraph explaining why you're the winner. Sorry, no e-mail entries!

SEND YOUR ENTRIES TO: PSM December Challenge # (the challenge you're entering), c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.

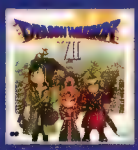
CHALLENGE #1: Tony Hawk 3
Score 1 million points by doing only one string of tricks in any level. Video tape or photograph your proof.

CHALLENGE #2: Metal Gear Solid 2
Collect every Dog Tag in the ship. Go to the Dog Tag inventory and photograph or video tape each section of Dog Tags that fits on the screen.

CHALLENGE #3: Half Life
Simply complete the game and video tape or photograph a part of the ending to win this challenge.

CHALLENGE WINNERS for the July issue:

RESIDENT EVIL CODE: VERONICA	Chris Anthony of Brooklyn, NY
NBA STREET	Sean Cusack of Niskayuna, NY
SPEC OPS: RANGER ELITE	Francis Rodrigues of Forest Hills, NY



THIS MONTH'S PRIZE PACKAGE:

Capcom Vs SNK 2

Kessen 3

Devil May Cry

Dragon Warrior VII and Slime stuffed animal

TONY HAWK 3

Secrets And Extreme Tricks

Unfortunately, many of the obtainable items, such as the letters that spell SKATE, are different each time through. So we've provided some tips, secret areas and grind strings for you. Look for much more next month.

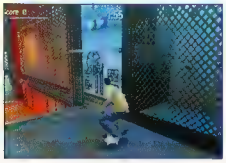
GENERAL TIPS

1. In Medal competitions, if you place in the spot you were going for after two runs, just end the third run and you will receive that place.
2. Press ◻+◻+Ⓐ or ◎ to make your skater taunt.
3. At the cheat menu, enter the following codes: **board, ollie, grind, truck, rail, deck, blood, ouch, ten, gaps, moon**. Although we're not sure how to initiate them (or if they really even work), when entered, they don't produce the sound indicating that the code was invalid.

SKATE PARKS

Foundry

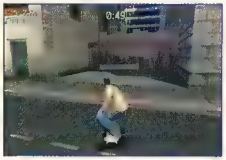
Back area



Around the walls of the structure, you'll find a series of valves. Grind all of them to unlock the secret back area. It is located behind your starting position.

Rio

Secret Area



From the beginning, immediately skate to the left. In between one of the houses, you will find a wooden fence that appears to be falling apart. Go through it.

Airport

Getting Outside

Simply go out of the first baggage shoot on the right from the start position. Jump on the chopper's blades to make it take off.

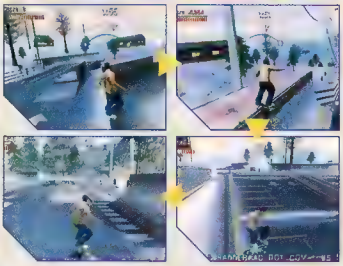
Skater Island

Open Doors

There are two flags on the wooden structure near the ramps on the right. If you grind the Pirate's flag the, doors in the front will open up.

EXTREME TRICK STRINGS

Canada - The Million Pointer



At the start, immediately turn around and go up the ramp; come down into a revert and then a manual. Grind the ground rail; kickflip and then grind the fence. Grind the fence up to the wooden structure on the left. Kickflip onto it, and grind the wooden structure. Kickflip (or whatever) onto the ground into a manual. Go towards the ramp on the left; grind it around to the right towards the set of hand rails with the ramp at the end. Kickflip off the ramp into a manual; ride the manual to the hand rails. Grind the set of hand rails, doing various grinds until the end. Kickflip off to the ground into a manual. Go up the ramp at the end, and grind its lip to the right. When the ramp ends, kickflip onto and grind the next two signs. Kickflip off of the second sign to the right, and manual when you hit the ground. Ride the hand rails back up towards the first big ramp. Kickflip into a manual off of the rails. Ride the manual to the small rails on the right; grind them. Kickflip off of them, and manual back to the small ground rail/fence area. Grind the ground rail and fence back to the first ramp you went up. Go up the ramp and revert off it. Repeat this process for as long as you can maintain your balance.

Los Angeles - Grinds Galore

Immediately turn around and go up the ramp and do some tricks; fall out of it into a revert and then manual. Kickflip on to the left most concrete handrail. Kickflip out of that into a manual; ride the manual left towards the ramp. Go up the ramp and do a few simple tricks; fall out of into a revert and manual. Ride the manual straight to the Northern Quake rail ahead. Grind the rail and Kickflip off of the rail into a manual; ride the manual to the fountain. Grind the edge of the fountain until you get a Spectator bonus. Keep grinding until the police pass by. Then line yourself up with the Southern Quake rail. Kickflip off the fountain, and manual towards the Southern Quake rail. Ollie and grind the rail, jumping the gaps and grinding the concrete ledge. Before the last section of the concrete ledge, kickflip off, and manual to the edge of the building to the right. Ollie to the ledge and grind it across the chain; kickflip off and go into a manual. Ride the manual to the concrete stairs. Grind the stairs to the end. Kickflip off the stairs into a manual. Ride this manual to the ramp in front of the fire truck. Ollie up the ramp and try to hit the fire truck's ladder. Grind the ladder down, and end the trick. Keep going, if you're brave enough!

BEATING THPS3

Beat the game and you'll get the Neversoft Logo, the O2 Logo, Pro Bails (Movie), Day in the Life (movie), Neversoft Bails (movie), Personal Movies (once you complete the game with any normal skater, such as Eric Koston, you will unlock his or her movie), plus you will unlock several secret, hidden characters!

The Legend of Alon D'ar

Discovery Lies Within.

PlayStation.2

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DEVIL MAY CRY

Secret Missions

If you still haven't found every Secret Mission, don't worry; we've found 'em for you.

CRITICAL HIT

In Mission 3, just after defeating phantom, go to the underwater/broken bridge area. This Sin Scissors shouldn't be too tough; just blast at him with the shotgun while dodging his attacks.

3 SHADOW BEASTS

In mission 4, just after beating Shadow, go to the airplane room and take the lift down to the arena. You must defeat the three Shadows, which is quite a task. Remember to dodge their attacks as much as possible, and attack a Shadow with your sword only when their weak points are revealed.

SUBMERGED PRISON

After Mission 13, return to the Captain's room in the ghost ship. Inspect the Captain's skeleton. This shouldn't be too tough, just blast the blades with the needle gun until they're dead.

MORE SHADOW BEASTS

In mission 15, return to the area with the moving floor of spikes. Go and inspect the picture on the wall (it is to the right of the lift you take down to get to this area). The beasts are the same, except now the area is smaller, making the Shadows' attacks tough to dodge. Try using the Nightmare-beta weapon.

SHADOWS BEASTS IN THE DARK

After defeating nightmare in Mission 16, go to the airplane room. You must find and defeat Four Shadow monsters. Two are in the airplane room; one is in the hall; and the last one is in the room where you begin the game.

A BLUE STONE IN THE SKY

In mission 17, go to the area of the broken bridge. You must jump across all of the broken platforms, especially the first and last pieces, which will activate the mission. To get the orb, use the platforms created by the Death Scythe.

HIDDEN BRACELET

In mission 21, locate the wall in front of the Time Statue (it looks like a regular wall). Walk up to it, and access it as you would open a door (hit ⊗). Obtain the Hidden Bracelet at the end of the hidden path. Go across the path and kill the Nobodies, and get the Blue Orb. At the end, you will find another T-Rex. This one blows air, which means you must destroy it with your sword. After you beat the two Frosts, grab the Bracelet.

CAPCOM VERSUS SNK 2

Secret Game Modes and Characters

Here are a few cool modes that you can unlock to heighten your enjoyment of the game.

HIDDEN BOSSES

In order to fight the bosses (Rugal B. or Akuma) in the game, you must obtain enough Groove Points; otherwise your final fight will be quite lame. If you get 0 to 299 points you fight M.Bison/Geese; if you get 300-799, you fight Akuma/Rugal B.; if you get 800-1999, you fight Shin Akuma; and if you get over 1200, you fight U Rugal B. There are a few things that you can do in order to increase your chances of a high score. Try getting as many Perfect rounds as possible; finish each round with some sort of super; do as many combos as you can.

SECRETS

HIDDEN STAGES

There are a couple of hidden stages to unlock in the game — Temple Roof and Temple Ruins. Simply play on those stages and beat the game in order to unlock them.

COLOR AND NAME EDIT MODE

This will probably be the first thing that you unlock, simply by completing the game once. Like the first game, this mode simply allows you to change your characters name and color scheme. To select your custom EX character, press START in arcade mode on that character.

GROOVE EDIT MODE

This will probably be the next thing that you unlock. This allows you to configure your own Groove to your personal preferences. Remember, in order to use your custom Grooves, the EX Mode must be turned on. Initially, you will start with a limited number of points, but if you complete the Survivor mode, the game will reward you with unlimited Custom Groove Points!

BOSS BATTLE MODE

To unlock this mode, beat the hidden bosses, and hold ⓐ + Ⓐ and press START when you enter arcade mode. When you beat Boss Battle mode, you will unlock the EX options. Also, this will allow you to fight the bosses any time you wish without having to worry about Groove Point totals.

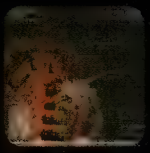
BEATING CHEAP RUGAL AND AKUMA (A.K.A. U. RUGAL AND S. AKUMA)

These characters are completely cheap; after playing them a couple of times, I launched the disc across the PSM office. Anyway, Ultimate Rugal is slightly easier than Shin Akuma, so we'll start with Rugal first. His most devastating attacks are his throws, one of which appears to take over %50 of your energy. So I suggest using learning how to counter throws first. Next, try not to jump at him too much, as he will often knock you out of the air. When he teleports, move away from him. I found it best to go on the offensive only when countering his moves. So if he throws a fireball or jumps in the air, be sure to strike; and if possible do a super. Also, I found Sagat to be effective against U. Rugal; if you just alternate between high and low fireballs, you'll often hit him. As for Shin Akuma, his fireball crap is completely annoying. There isn't much I can tell you, but to counter attack everything he does. Never jump in at him, or try to sweep him after a fireball. The only way I could beat him was by using Ken, Ryu, Sagat, or basically anyone with an uppercut type of move, for countering Akuma's attacks; however, I think Ken is probably the easiest character to use. Whenever Akuma jumps at you, do Ken's Shinryuken super.

Enemies have a lock on your tail,
you barrel roll at mach 2 and let 'em have it...

ARE YOU READY FOR THIS KIND OF ACTION?

TOP GUN
COMBAT ZONES



TITUS

EVERYONE E Violence

PlayStation.2

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CODES

This month's hottest cheats

DAVE MIRRA FREESTYLE BMX 2

ALL OF THE CODES!
Enter all of the following codes in the main menu.

Unlock All Bikes
↑←↓→↓↓→↓←Ⓔ
Unlock Colin Mackay's Alternate Outfit
↑↓→↓↑→→↑Ⓔ
Unlock Colin Mackay's Movie
←←→→↓↓→↑Ⓔ
Unlock Dave Mirra's Alternate Outfit
↑↓↑↓→←↑↑Ⓔ
Unlock Dave Mirra's Movie
←←↑→↑←↑↑Ⓔ
Unlock Joey Garcia's Alternate Outfit
↑↓↑←↓→↓→Ⓔ
Unlock Kenan Harkin's Movie
←←←←→→↓↓Ⓔ
Unlock Leigh Ramsdell's Movie
←←↓↓←→↓←Ⓔ
Unlock Luc-E's Alternate Outfit
↑↓←↓←→←←Ⓔ
Unlock Mike Laird's Movie
←←→↑↑→↑→Ⓔ
Unlock Rick Moliterno's Alternate Outfit
↑↓↑↑↑↑←↑Ⓔ
Unlock Rick Moliterno's Movie
←←↑↓→←←↑Ⓔ
Unlock Ryan Nyquist's Alternate Outfit
↑↓↓←↓↑↑↓Ⓔ
Unlock Ryan Nyquist's Movie
←←↓→↓→↑↓Ⓔ
Unlock Scott Wirch's Movie
←←→↑↑↑←→Ⓔ
Unlock Secret Character - Amish Boy
↑←↓→→←←↓↑←Ⓔ
Unlock Secret Character - Mike Dias
↑←↓→→←↑↓↑→Ⓔ
Unlock Tim Mirra's Alternate Outfit
↑↓→←←↑↓↑Ⓔ
Unlock Tim Mirra's Movie
←←→↑↓←↓↑Ⓔ
Unlock Todd Lyons' Alternate Outfit
↑↓↓→↑←←↓Ⓔ
Unlock Todd Lyons' Movie
←←↓↑↑→←↓Ⓔ
Unlock Troy McMurray's Alternate Outfit
↑↓←↓→←↑←Ⓔ
Unlock Troy McMurray's Movie
←←←↓↑→↑←Ⓔ
Unlock Zach Shaw's Movie
←←←→←↓→↓Ⓔ
Unlock Zack Shaw's Alternate Outfit
↑↓←→↓↓→↓Ⓔ

GRAN TURISMO 3

GO OVER 800 MPH!
When you obtain the Escudo Pikes Peak Version, follow these instructions:

1. Get the stage 4 turbo.

2. Decrease the spring rate to the smallest possible value for both front and rear.

3. A. Decrease the ride height to smallest possible value for front and rear.
B. Front/Rear
Lim-Slip In Torsion 5 5
Lim-Slip Acceleration 5 5
Lim-Slip Deceleration 5 5
C. Toe angle and Chamber angle should be 0

4. A. Set the gear ratios auto settings to the highest possible level.
B. Set the gear ratios final gear to about 3 000.
C. Set all gears to lowest value

5. A. Decrease the front downforce to the smallest possible level.
B. Increase the rear down force to the largest possible value.

6. Set ASM to 0

7. Set TCS to 0

8. Set VCD to 10%

Note: Make sure you turn the opposite way when doing the Max Speed test. Once around the track won't be long enough to reach over 800 MPH.

SILENT HILL 2

SCARY CHEATS
Beat the game once, then go to the options menu. Once there, press L1 or L2 to access a hidden submenu, which lets you do cool things, like change the color of monster blood, up the amount of ammo you find and turn off the noise filter! After playing the game all the way through, Silent Hill 2 looks like a completely different game with the filter off. It's amazing just how hi-res those textures actually are. Playing through the game a second time will also give you access to the chainsaw

FIFTH ENDING
Play through the game a second time and there is a hidden subquest about half way through that will open up a fifth, incredibly weird ending.

SILENT HILL 2

SPIDEY CODES
Debug Mode: drilhere
Rest of the Codes
Everything: auntmay
Unlock VV High Scores: vvhiscrs
Big Feet Mode: staceyd
Big Head Mode: alien
What If: vvisions
All Costumes: spdrhist
All Gallery: drkroom
All Levels: nonjymnt
All Training: Cerebra

SIMPSON'S WRESTLING

UNLOCK APE ARENA
At the "Press Start" screen, enter
◎R1R1◎R2R2

UNLOCK ARM HEAD MODE
Go to the "Press Start" screen and press
◎L1◎L1L1L2◎. A sound will confirm correct code entry.

UNLOCK NEW CREDITS
At the title screen, press
◎L1◎L1◎L1◎L1. Now the Credits option will be available at the main menu.

SHOW GAME COMPLETION DATA
Go to the "Press Start" screen and press
R2◎L1L1. If entered correctly, you will hear a sound.

DARK ANGEL: APOCALYPSE

CREEPY CODES
Enter all of the words as codes to activate them
Increase Health Attribute
MOUNTAINBIKING
Increase Intellect Attribute
COMPUTERS
Increase Research Attribute

GAMESHARK CODES

DEVIL MAY CRY DEMO

Must Be On	EC8783C01446A6EC
Inf Health	4CD98ECA1456E4FD
Max Red Orbs	0CFC39341456E7A6
	4CFC39341456E404
Inf Magic	
	4CD9925A1456E67D
Acid Mode	4CFC2F961456E7A6
Master All Moves	
	4CFC392614563 0A5

MADDEN NFL 2002

0 Time Outs Away	
	91002ed1
0 Time Outs Home	
	91002fd1
Always First Down	
	910134ce
Away Team Scores 0	
	910045d1
Away Team Scores 255	
	91ff45d1
Home Team Scores 255	
	91ff46d1
Infinite Play Clock	
	91193ece
Infinite Time Outs Away	
	91032ed1
Infinite Time Outs Home	
	91032fd1
Start On 4th Quarter	
	910435ce
Turn GS Switch On For More Game Time	
	91043ace
	91633bce

PORTAL RUNNER

Must Be On	EC8412201445934 0
Inf Basic Arrows	4CBF2EE41456E788
Inf Explosive Arrows	
	4CBF2EEC1456E788
Inf Fire Arrows	4CBF2EE81456E788
Inf Golden Arrows	
	4CBF2EF41456E788
Inf Lightning Arrows	
	4CBF2EF01456E788
Inf Piercing Arrows	
	4CBF2EF81456E788
Inf Trident Arrows	
	4CBF2EFC1456E788
Inf Water Arrows	
	4CBF2E001456E788
Max Jewels	4CB3E9EC1456E7A5

NFL QUARTERBACK CLUB 2002

Must Be On	EC88E1481442A974
Away 99	4C4890F41456E788
Away Scores 0	4C4890F41456E7A5
Home Scores 0	4C474A2E1456E7A5
Home Scores 99	
	4C474A2E1456E788

HIGH HEAT MAJOR LEAGUE BASEBALL 2002

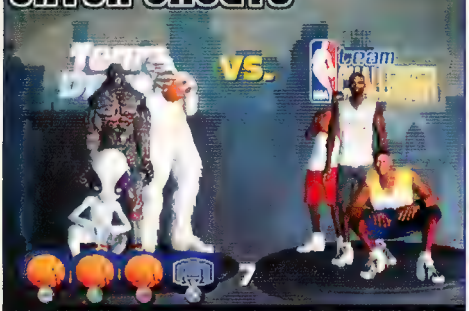
Must Be On	ECB0A2D41456E60A
1 Out Per Inning	
	0D15C38C1456E7A5
	4D15C38C1456E7A7
1 Strike = Out	0D15C3941456E7A5
	4D15C3941456E7A7
1 Ball = Walk	0D15C3901456E7A5
	4D15C3901456E7A8
L1+R1 = No Outs	
	0C1716461456B40C
	4D15C38C1456E7A5
L2+R2 = 2 Outs	
	0C1716461456B30C
	4D15C38C1456E7A7
No Strikes	4D15C3941456E7A5
No Balls	4D15C3901456E7A5

GADGET RACERS

Must Be On	EC87826414 3C6FFC
All 0 Licenses	4CA3AC701456E7A6
	4CA3ACB01456E7A6
	4CA3ACF01456E7A6
	4CA3AF301456E7A6
	4CA3AF701456E7A6
	4CA3AFB01456E7A6
	4CA3AFF01456E7A6
	4CA3AE301456E7A6

Code of the Month

enter cheats



▲ Its tough unlocking those crazy Team Dream characters; do it easily with this code!

NBA Street

UNLOCK TEAM DREAM
In the Enter User ID screen, when you get to the User Record box (will either display a user ID's record information, or "no user record"), quickly enter the following code: hold [R2] and press ↑↑→→⊗.

TEAM BIG:
Hold [R2] and press ↑↓↓←⊗

TEAM 3LW:
Hold [R2] and press ←←→↓⊗

TEAM STREET LEGENDS:
Hold [R2] and press →←↑↓⊗

TEAM NYC LEGENDS:
Hold [R2] and press ↓↓↓←⊗

Unlock All Courts
In Hold the Court, go to the screen where you choose your court and enter the following code: Hold [R2] and press ↑↓←→→←↓↑, and while holding ↑, hit ⊗

SOCCER
Increase Strength Attribute
MARTIALARTS

ZONE OF THE ENDERS

GIVE UP A LEVEL FOR HEALTH AND AMMO
At the title screen, press [R1][R1][R1]⊖ [R2][R2][R2][R2][R2][R2]. You'll get full meters of health and ammo, but will sacrifice one level.

UNLOCK VERSUS MODE
Press ⓪⊗→←→←↓↓↑↑ at the title screen. If entered correctly, you'll hear a sound and "Versus" appears at the main menu.

HIGH HEAT BASEBALL 2002

CHARGING THE MOUND
When your batter is hit by a pitch, press and hold [R1][R2][R1][R2].

CHARGING THE MOUND AND CLEAR OUT THE DUGOUTS
When hit by a pitch, press [R1][R2][R1][R2]⊗
NOTE: This will result in your batter being ejected for fighting.

ESPN NBA 2 NIGHT

BIG HEADS
Enter "BIGHEAD" as a code at the cheat menu.

EASY DUNKS
Turn off traveling, then press and hold ⊗ to shoot without releasing it. Then, go past the defender and dunk the ball.

X-MEN: MUTANT ACADEMY 2

UNLOCK ALL ITEMS
Upon entering the main screen, press the [SELECT] button, then ↓[R2][R1][R1][R2]. After unlocking the game, go into Versus Mode and Pool Party will be there as an arena option.

SPEC OPS: COVERT ASSAULT

CHEAT MODE
Enter "BANGBANG" as a name. Pause the game and enable the "Invulnerability" option. Press ← or → at the mission selection screen to choose any mission and phase.

ALONE IN THE DARK

UNLIMITED SAVES
Go into any room and pick up Charm of Saving, then save the game immediately after doing so. Another Charm of Saving will appear in the exact location after you load the saved game.

QUAKE III: REVOLUTION

LEVEL SKIP
To skip a level, hold [R1][R2][L1][L2] and [SELECT], and press ⊗ⓞⓓⓐⓧⓞⓓⓐ. This will also work if you pause the game

FIFA WORLD CHAMPIONSHIP

PLAY AS EA ALL-STARS
Highlight Arsenal at the Team Selection Screen. Then, hold Circle and press Start to play as the EA team.

	4CA3AE701456E7A6
	4CA3AEB01456E7A6
All P Licenses	4CA3AEF01456E7A6
	4CA3B1301456E7A6
	4CA3B1701456E7A6
	4CA3B1B01456E7A6
	4CA3B1F01456E7A6
	4CA3B0301456E7A6
	4CA3B0701456E7A6
	4CA3B0B01456E7A6
	4CA3B0F01456E7A6
	4CA3B3301456E7A6
	4CA3B3701456E7A6
	4CA3B3B01456E7A6
	4CA3B3F01456E7A6
	4CA3B2301456E7A6
	4CA3B2701456E7A6
	4CA3B2B01456E7A6
	4CA3B2F01456E7A6
	4CA3B5301456E7A6
	4CA3B5701456E7A6
	4CA3B5B01456E7A6
Infinite Cash	1CB6553817E9C70C

SILENT SCOPE 2: DARK SILHOUETTE

Must Be On	EC8816A01[illegible]
Always Heat Shot P1	4CB3E9EC1456E7A5
All Guides	4CB1A99C1456E7A7
Inf Health P1	4CB48B741456E6A5
Inf Time	4CB48BA61456E70C
No Reload	4CB48B9A1456E7A3

XG3: EXTREME RACING

Must Be On	EC851E48143B2F2C
All 1st Places	1C8C81701355E6A6
	1C8C81741355E6A6
	3C8C81781456E7A6
All Max Upgrades	3C8C7E3F1456E7A6
	4C8C7E501456E6A6
	7C8C7E441453E7A6
	3D9882291456E7A5
All Weapons	7C8C7E381453E7A6
	3D9882291456E7A5
Inf Ammo & Shield	
	3C8A4FA01456E7A8
Low To Win Value	1C8C7E341456E7A5
Max Bank	1C8C7E2C17E9C70C
Max Earnings	1C8C7E3017E9C70C
Start On Final League	
	DC918627044182DF
	1C8C7EF01553E4A5
	1C8C81701355E6A6
	1C8C81741355E6A6

STRETCH PANIC

Must Be On	EC3B792E1443AB4C
99 Points	4CF073C01456E78E

DAVE MIRRA FREESTYLE BMX 2

(M) Must Be On	EC8EA4BC1443A6[illegible]
Bikes/Outfit -	AB4CB832C01456E5A2
Bikes/Outfit -	CM4CB825A01456E5A2
Bikes/Outfit -	DM4CB8F6401456E5A2
Bikes/Outfit -	JG 4CB810B81456E5A2
Bikes/Outfit -	KH4CB80B281456E5A2
Bikes/Outfit -	LE 4CB81D101456E5A2
Bikes/Outfit -	LR 4CB80CF01456E5A2
Bikes/Outfit -	MD4CB82EF81456E5A2
Bikes/Outfit -	ML4CB803981456E5A2
Bikes/Outfit -	RM 4CB81480145 6E5A2
Bikes/Outfit -	RN4CB8FB081456E5A2
Bikes/Outfit -	SJG4CB82D301456E5A2
Bikes/Outfit -	SW4CB821 D81456E5A2
Bikes/Outfit -	TL 4CB81848145 6E5A2
Bikes/Outfit -	TM 4CB807601456E5A2
Bikes/Outfit -	TMM4CB8FFD01456E5A2
Bikes/Outfit -	ZS 4CB829681456E5A2
Enable AB	4CB8325C1456E7A5
Enable MD	4CB82E941456E7A5
Movie - CM	3CB8253C1456E7A7
Movie - DM	3CB8F7D C1456E7A7
Movie - JG	3CB810541456E7A7
Movie - KH	3CB808C41456E7A7
Movie - LE	3CB81DAC1456E7A7
Movie - LR	3CB80C8C1456E7A7
Movie - ML	3CB803341456E7A7
Movie - RM	3CB8151 C1456E7A7
Movie - RN	3CB8FBA41456E7A7
Movie - SW	3CB821741456E7A7
Movie - TL	3CB819E41456E7A7
Movie - TM	3CB804FC1456E7A7
Movie - TMM	3CB8FF6C1456E7A7
Movie - ZS	3CB826041456E7A7

NBA SHOOTOUT 2002

Away Team Infinite Timeouts	300e881a0006
Away Team No Timeouts	300e881a0000
Away Team Scores 0	300177200000
Away Team Scores 200	300177200064
Home Team Infinite Timeouts	300e88180006
Home Team No Timeouts	300e88180000
Home Team Scores 0	300176e00000
Home Team Scores 200	300176e00064
No Shot Clock	300ed1100018

MAD AIR.

MAD ATTITUDE.

MAD TRIX.

SLOPESTYLE THRU THE STREETS OF VEGAS

A.T. BARRON PULLS A MUTE IN ALASKA

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TEEN
T
CONTENT RATED BY ESRB
Blood
Violence
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LETTERS

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▲ Randy looks concerned, as Chris and Bill's third annual Pull My Finger Marathon builds towards a thundering climax. Who will win this year?

PLEASE, NO ONLINE GAMES!

▲ All of next year's sports games (like *Madden*, above) should play great online *and* offline.

I just want to play by myself!

I understand the reasons for the surge in popularity of multiplayer gaming, but I don't like playing with or against other people. I have had too many experiences with people who are sore losers.

I want games in the future to have multiplayer (online) features as an option *only*. I am worried that the hype behind this new technology will leave gamers like myself out in the cold. Guys, can you assure me that console games will not become multiplayer-only in the future? I am very concerned about this aspect of my favorite hobby. Thanks.

Joseph Kessinger, Address Withheld

TOMMY: Joseph, your fears are certainly not unfounded. Many RPGs will forfeit the traditional linear, single-player, story-driven structure in favor of branching, open-ended multiplayer quests. While this isn't necessarily good or bad, depending on what your tastes are, I would encourage you not to write online gaming off completely.

There's no real need to worry though, because the single-player game will never go away. A handful of upcoming games, like *Final Fantasy XI*, will be online multiplayer only, but sports games are more indicative of what you can expect — a single-player experience that can be taken online, replacing computer AI with living opponents.

Problems, Polys, And Platforms

1. A couple of months back you put a challenge for *Twisted Metal Black* in your strategy section. The challenge was to kill eight enemies in the Survival Mode. I worked really hard to achieve this goal, but in the strategy section of the next issue, you put an invulnerability code which allows for anyone to achieve this with no problem. Of course, I didn't win, which angers me because someone could have cheated to win. Could you pleeease wait until the contest is over before printing cheats for challenge games?

2. I was reading an interview with the creator of *Resident Evil*, who said that the PS2 is really not that powerful. It's hard to believe this, but I must know one thing: is the PS2 really capable of displaying 60 million polys per second?

3. In your 50th issue, there is an article on multiplatform gaming. In it, the creator of *Final Fantasy* says that *FFXI* will be on multiple platforms. All I want to know is, why is Squaresoft doing this? Doesn't Square support Sony exclusively in terms of console gaming?

Fernando Rivera, violator_13@hotmail.com

LINK-UP

Send your linkup e-mails to psm@imaginemedia.com, with "Link up" in the subject line.

Nick Giampietro
noob_sabott@hotmail.com
Favorite Genres: RPGs!!!
Favorite Games: *Final Fantasy 2-9*
Quote: "I dominate all (but a few) in RPGs!"

Rod S., age 16
Neal396@hotmail.com
Favorite Genres: Racing, Fighting
Favorite Games: *GT2, Tekken Tag, Midnight Club, Driver*
Quote: "Chevrolet Rules"

Jeb Jaro, age 17
GJJJARO@prodigy.net
Favorite Genres: RPGs, Sports, Strategy, Racing
Favorite Games: *Gran Turismo1&2, NFL2k1, NBA2k1, Vandal Hearts1&2, Tactics Ogre, Koudelka*
Quote: "Coming in second only means you're the first loser." —Fear

Anthony Smith, age 15
nethead2001@yahoo.com
Favorite Genres: RPGs, platformers
Favorite Games: *Final Fantasy 7-9, Metal Gear Solid, Syphon Filter1&2, Tony Hawk, Crash Bandicoot 2&3, Spyro the Dragon, The Legend of Dragoon, Chrono Cross, Chrono Trigger*
Quote: "You're such a chicken wuss!"

TOKOYA: 1. Don't worry — cheaters never win. The tape that I saw of the winner went through the entire eight, and I never saw a code initiated. Plus, the person took damage when hit.

2. That's what we've heard for a while. However, we have yet to see a game that displays nearly this many polygons; maybe if they were all flat, with no textures or special effects used. Give the PS2 another year of development and we'll have a better idea of what it's really capible of.

3. Square is exclusive to nobody, really. They simply chose Sony's platform for the storage capabilities and the large installed base. Square would make a lot more loot by releasing its games on multiple platforms. Besides, Square had a financial loss for the first time last year, so you know they are looking to get back in the black. Finally, with *Final Fantasy XI* going online, gamers across every platform will be able to challenge each other and enjoy competition. I don't think that's a bad thing at all.

What's Coming to Online?

1. I'm a WWII buff and an avid *MOH* fan. I've noticed that they are releasing a third installment of the series (looks like the best yet), but this installment is for the PC. Have you heard about a possible port to the PS2? And if they do port it, will they incorporate the online mode with it?

2. I've recently gotten hooked on online games *(Counter-Strike, Day of Defeat, Graal)*. What games featuring online mode are coming out in the next year for the PlayStation 2?

3. Lastly, will there be an online mode for *Grand Theft Auto 3*? I think that would easily be the best online game EVER.

Blitzen, blitzensrage@yahoo.com

TOMMY: 1. You're speaking of *MOH: Allied Assault*, a game that wowed everyone at this year's E3. Due in November, it should be a truly awesome game. Unfortunately, it has been named a PC and Xbox exclusive at this point, but that could change. In the meantime, the PS2 still has *MOH: Frontlines* (an FPS) and *MOH: Fighter Squadron* (flight combat) in the works for next year.

2. I'd also recommend FPS games like *Tribes 2* and *Unreal Tournament*, even though *Counter-Strike* has the highest player count. And watch out for *Star Wars Galaxies* on PC when it launches next fall — it could be the game that shakes the foundations of this industry (and there are some indications that it's coming to PS2!).

As for announced PS2 online games, the first titles will be *Tony Hawk 3*, Sony's *SOCOM* and *Twisted Metal Black Online, Age of Empires II* from Konami, and Sierra's *Tribes*. Down the road you can look forward to *Final Fantasy XI, Gran Turismo Network*, and myriad sports games.

3. There will definitely not be online play in *GTA 3*. Although it would be really cool to be an avatar in Rockstar's massive Liberty City, the focus and the mission structure of the game — while the gameplay is somewhat open-ended and non-linear — is decidedly single-player. It's hard to imagine the mayhem possible by having thousands of gamers playing the game online. But you never know; depending of the success of *GTA3* on PS2, Rockstar might consider online play for the next iteration.

Fantasy Defined

I would just like to point out that the word "fantasy" does not inherently imply dungeons, dragons, castles and the like. Fantasy can be any fictional concept that comes from the creative imagination. In issue 50, you say that *FFIX* was a good start in bringing the series back to its fantasy roots and that *FFX* will be an even better attempt at this. Now, you may not have liked *FF VIII* (I haven't seen your review) because of its futuristic themes, but it still falls perfectly into the category of "fantasy". It has fictional, creative and improbable characters, items, and situations; all elements of a true fantasy.

Kyle R., zantetsuken@mac.com

Tokoya: You're right of course, so I suppose we should clarify what we mean. *FFVIII* definitely had strong ***(continued on pg. 130 ▶)***

LETTER OF THE MONTH

Well, I hate to bring this up, but has anyone really considered the PRICE of online gaming? Playing online will cost money ON TOP of the price of the service provider ($10 a month average), ON TOP of the price of the system ($300), ON TOP of the price of the game ($50), ON TOP of the price for the modem ($50 minimum), ON TOP of the hard drive ($100 minimum), and the online gaming service will charge a monthly fee, as well!

This may not mean much to you younger gamers out there (I once had parents taking care of the majority of my expenses, too), but once you move on in life, you will have to foot this monthly bill just to play the good games!

This is the beginning of the end, my friends. If we don't voice our disapproval now, we can kiss it all goodbye, because when people have to put food on the table, extra bills are NOT acceptable. I hate to say it, but after gaming for 20 years of my life, it may have to fall by the wayside.

Steve Pohl, PohlSE@aol.com

TOMMY: You are right in many respects, Steve. The cost to play online will be steep, and a lot of gamers will shy away from it. When we covered the Japanese launch of the HDD and Ethernet Adapter (October issue, #50), we noted that expensive console peripherals have traditionally bombed.

This is both an exciting and perilous time for next-gen consoles, because the adoption of online play is something like a leap of faith for console gamers. You are spot on with most of the prices, except that most ISPs usually charge more than $10. However, most PS2 games will have free online play, similar to the majority of PC games. Overall, PS2's online functionality is pretty full-featured (again, see Monitor, issue #50), but that doesn't guarantee its success.

We'll have to wait and see how gamers react. It's safe to say that publishers will go where the money is, and if gamers decide they aren't interested in going online, the industry will back away from it.

GAMES WE WANT TO SEE

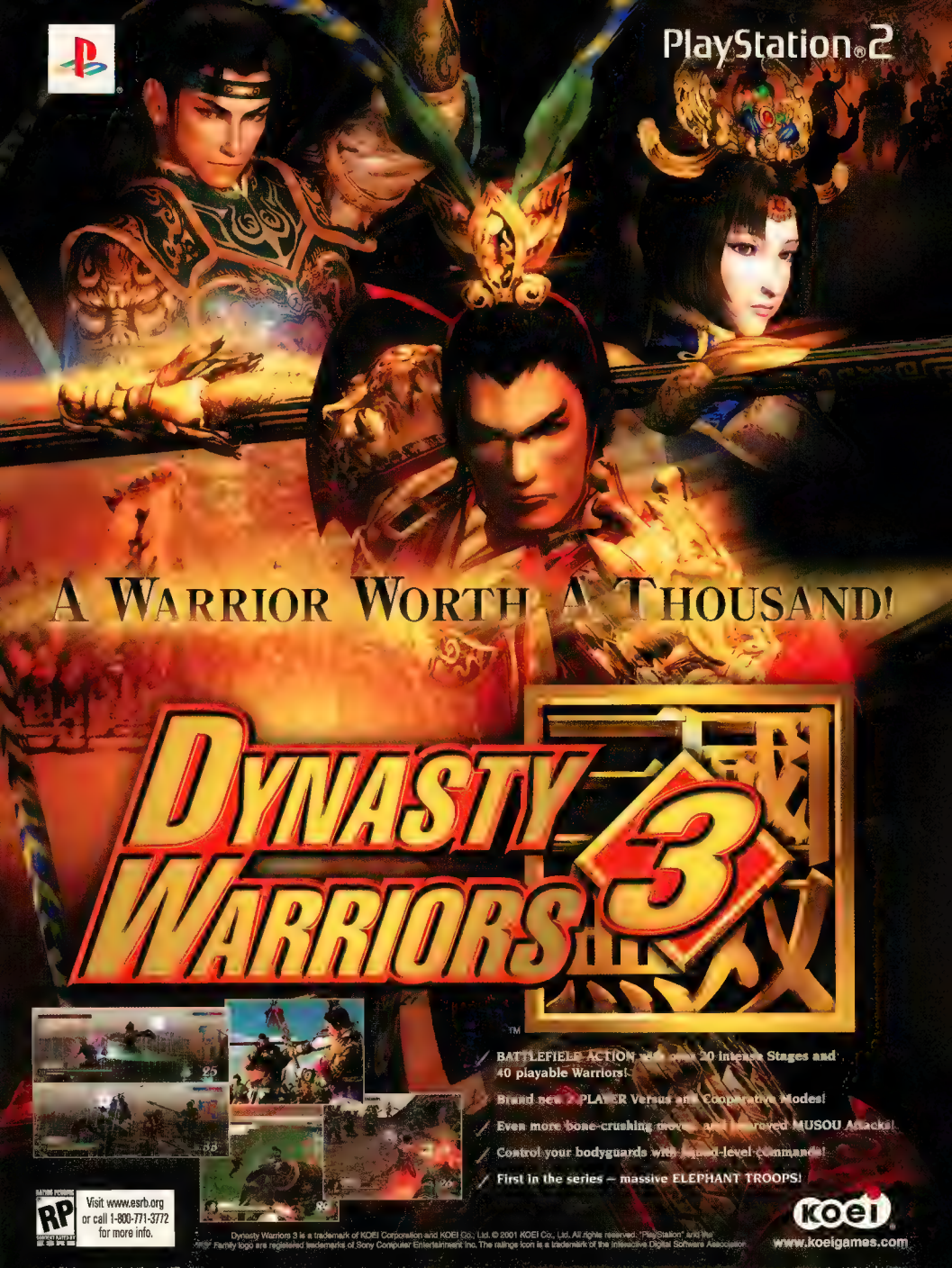
YOU'RE THE BOSS!
Ever wondered what it's like to be the final boss in a game? ..Aw, play along. Anyways, in this game you ARE the final boss. You wait 10-15 hours in a small room for the hero to go through the game to get to you. When he finally arrives, you make a big speech and then fight. And fight. And fight again. Every time you kill him, he just continues. You try to tell yourself that if you can just hold out a little longer, maybe he'll give up. Then he uses the Gameshark to become invincible. Being a boss sucks

▶ Moran De La Riva
morgan987@hotmail.com
Favorite Genres: Everything, but not too much RPG
Favorite Games: *Metal Gear Solid, FF8, Resident Evil series, Tony Hawk PS1&2*
Quote: "Play with the BEST, Die like the REST!"

▶ Will Mouradian, age 13
DivineWyvern125@aol.com
Favorite Genres: RPG, Adventure
Favorite Games: *Final Fantasy 3, 7, 9, Vagrant Story, Xenogears, The Longest Journey, Lunar Silver Star Story Complete, Lunar 2 Eternal Blue.*
Quote: "Life sucks. If you be yourself, life won't suck."

▶ CJ Butterworth, age 14
hydroponic_3_1_1@yahoo.com
Favorite Genres: RPG, Fighting, Action
Favorite Games: *FF4-9, RE Series, Megaman Series, DQA Series, MK Series*, and basically everything Squaresoft makes!
Quote: "How dare you, Swindler!" —Kasumi, *DQA2: Harcore.*

▶ Cory Robertson, age 15
Capttrunks@Yahoo.com
Favorite Genres: RPG, Action
Favorite Games: *FF7-9, Xenogears, Dynasty Warriors 2 and Star Ocean: The Second Story*
Quote: "Now you're about to see what its like to fight a real Super Sayijin and I'm not talking about Goku."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DOWNTIME

Hey, only 99% of our time is spent on playing games! We do other stuff, too!

▲ Dan, our Art Director, is a dad! Now lil' Frankie is in charge of when — and when not — to nap.

▲ Steve recently got a portrait drawn of himself — oddly, his head was drawn double its real size.

▲ Tommy and Tokoya visited a local YMCA, bringing PSMs to all. The guys there were great!

▲ *Metal Gear Solid 2* has... *affected*... Chris in a big way. We thought he was kidding, at first...

futuristic Sci-Fi roots; and *FFVII* did too, compared to the rest of the games in the series. What we should have said was that *IX* returned the series to stronger mythological themes, which is not to say *VIII* lacks these elements either. Uh... you know what we mean. More *D&D* and less *Star Wars*.

Games Need an Awards Show

We've all seen those award shows on TV for sports, music, movies, and so on. What I want to know is, why aren't there any award shows for videogames? And if they won't put it on TV, then why don't you guys do something like that in your magazine? I think that would be pretty sweet, even though *FFVII* would win most awards. Well, tell me what ya think if ya can

Joe, MMRaGe318@aol.com

TOMMY: Videogames are a funny thing when it comes to mass media. Games don't get much coverage in the Associated Press or on TV except for when they're the subject of litigation. However, the videogame industry does have its own awards, called the Academy of Interactive Arts and Sciences (AIAS) Awards, which are traditionally doled out during the E3 convention. However, they are only really observed by the industry and the hardcore gamers willing to follow them. There are also the "Best of E3" awards announced shortly after the convention. As videogames increasingly gain mind share as a popular medium, already outpacing film in revenues, we might see such awards presentations on TV in the near future, particularly after the next generation console boom. Also, as we reported last issue, there is a cable videogame station in the works called "G4" which might host such presentations.

Down With Adult Games!

How come adult games are made? Adults don't play games (if they do, it's rare). It's the only thing that adults can't do well that kids rule at. Games are supposed to be fun and take you to another world, what's so fun about porno games? I don't understand why anyone would want to play something so stupid. I'll just watch TV, instead

Craig Vetter, c9bear_53402@yahoo.com

HARDCORE

Slip Of The Tongue

I was playing *Onimusha: Warlords* the other day and I noticed that the English voice acting didn't seem to fit with the mouth movements of the characters. I also own *Z.O.E.*, and the voice acting doesn't fit too well in that game, either. If these games are dubbed, does that mean that all games will be? Is the American gaming industry not important enough to the Japanese to actually make the mouths of the games' characters fit perfectly with the English voice acting?

MC, Matchcracker@aol.com

STEVE: The reason that *Onimusha* didn't have perfect lip-synching is indeed because the original dialog was in Japanese, and Capcom didn't bother adjusting anything when they brought the game over to the U.S. Right now, it's too early to know if the same thing will happen to *Metal Gear*. I doubt it though, since that game is actually releasing here first.

TOMMY: Craig, you don't even seem to be in the ballpark here. Now, I'm not some edumacated mathematician, but when findings report that more than 70% of frequent PC gamers and about 57% of console gamers are aged 18 and over, it means that well over half of all gamers aren't little kiddies.

And what do you mean by "porno games?" There simply isn't any sex in console games. Watching TV may be a better choice, but I have to warn you: I've heard that there might be porno there, too.

Not Happy With Z.O.E.

I just beat *Zone of Enders*, and I have to say that I am sorely disappointed! Not only did the game last just three hours, but the versus mode is horrible! There is only one view, and you can't use the special weapons! Granted, I only beat it on Normal, but I read up on it, and it seems that beating it again on Very Hard only adds two frames and two arenas. And the ending... what the heck? That is the worst possible place to leave off! The entire puny game seems like it's only one chapter of a normal game

Adnan, luv4lifeny@yahoo.com

STEVE: Well, I'm impressed that it only took you three hours to ***(continued on pg. 132 ▶)***

CELEBRITY LETTER

Otacon here,

Perhaps you can help me. It's about Snake and how I... *feel* about him. After all the time we've spent talking over the codec, I've come to feel very, *very* close to him. But I can't bring myself to tell him how I really feel... I wish I was as strong as *he* is. PSM, could you please pass my message to Snake for me? I want him to know... that his mullet haircut has got to GO. The guy's driving the chicks away from the *both* of us!

— Otacon

▶ Marc Vaccaro
marc_vaccaro@hotmail.com
Favorite Genres: RPG, Action, Adventure, Role Playing and racing
Favorite Games: *Final Fantasy 7, 8, 9, Legend of Dragoon, Grand Turismo1, 2, 3, Ridge Racer 5, Metal Gear Solid*
Quote: "If you want the meat, microwave the dog... you heard me..."

▶ Daniel Razo, age 17
Dan15R@aol.com
Favorite Genres: RPG, Driving, and Action
Favorite Games: *FF* Series, *Resident Evil Series, Gran Tourismo Series*
Quote: "You only get to live once; enjoy it"

▶ Devin Maloney
DRMadidas1921@aol.com
Favorite Genres: RPGs, action/adventure, fighting
Favorite Games: *FFV, FFVII, Tekken Tag Tournament, Lunar2:Eternal Blue, Star Ocean:the second story*
Quote: "Safari Joe does it again!"

▶ Brandon "The Mack" Hill, age 16
Venom_3@hotmail.com
Favorite Genres: RPG, Sports, Strategy
Favorite Games: *FF7-9, Chrono Trigger, Legend Of Dragoon, Tenchu 2, DragonBall Z GT-Final Bout* (English)
Quote: "Even if there is no hope, why don't you worry about yourself!"

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beat the game (most of us here took longer). Personally, I enjoyed the game — I just felt that the story segments intruded on the gameplay too much. Hopefully the sequel will have a better balance.

One Of A Kind

I just played a game called *Tales of Phantasia*, and it's a very unique RPG. It's the only game I've ever seen with that kind of battle system. If any of you know of this game, could you please tell me if there are any other RPG games with that kind of combat style? Thanks.

Bryan Wu, supernova088@yahoo.com

TOKOYA: It was indeed a unique game, and was highly underappreciated by gamers. As for your question about the battle system, you might want to try the sequel that came out on PlayStation called *Tales of Destiny*.

Questions About The Gear

1. Do you know if Sony is planning a "Greatest Hits" series for PS2 like they did for PSone?

2. In your August 2001 preview of *Metal Gear Solid 2* there is a big picture of the Ninja. Your caption underneath states, "When Snake asks who he is, he says, 'I am like you, I have no name.' I clearly remember the Ninja saying this in the first one. Could the Ninja's appearance in *MGS2* just be a flashback?

3. This question is kind of an oddball. I recently read a review for the Sega CD game *Snatcher*. Two names used in the game were "Metal Gear" and "Outer Heaven." Does this game have any connection with *Metal Gear Solid?* They are both made by Konami. Thanks for your time and keep up the good work. From your pal,

Rory Marshall, Address Withheld

CHRIS: Well, since you're our pal, I'll answer your questions:

1. I'm sure this will happen, but it probably won't be for a while since the system (and all of its games) are still too new.

2. You really want to know? Check out our massive *MGS2* coverage in this very issue!

3. Here's another weird one for you: Meryl Silverburgh, Snake's squeeze from *MGS*, is a cop in *Policenauts!* Pretty cool, huh?

Final Fantasy Overdone?

What's happened at Square? They've been trying too hard to constantly push out *Final Fantasy* games. Have you ever noticed how Cloud's basic look and character are exactly the same as Squall's? Square needs to let *FF* rest for a while and work on some of its other series.

Joe the Wise, Address Withheld

TOKOYA: Square needs the money and the *FF* games earn the biggest bucks. There seems to be no end to its anthologies and re-releases of *FF* games either, as *VII*, *VIII*, and *IX* will eventually make their way to PS2. *Final Fantasy X* looks amazing, though, so don't worry about it too much! As long as the games are fun, right?

TECH TALK

Wanna Make Games?

Gamers who want to get a taste of making a videogame should visit www.div-arena.com. It's not a bad program for beginner or amateur game makers. Just passing the info on.

Warren G, Raz1974@hotmail.com

I've noticed that quite a few people are interested in learning to make videogames. I'd really like to recommend a set called Game Programming Starter Kit 4.0. This kit will help set you off into the world of making games, and it will only set you back by about $50. I also recommend Sam's Teach Yourself C++ in 21 days, which is a VERY good C++ book.

Josh Hicks, hix1985@yahoo.com

RANDY: You can make some really cool 2D, Super NES-quality games with Div Arena. In regards to Josh's suggestions, they're geared more towards the PC side. Several four-year schools across the country are starting course programs devoted solely to programming, designing, and creating graphics for games and we'd suggest giving them a try. It's not impossible; you just have to be very dedicated and a good learner. Good luck!

LINK-UP

John, age 30
w0lv1e@hotmail.com
Favorite Genres: all
Favorite Games: *FF* series, fighting
Quote: "....And knowing is half the battle."

Tyler Armstrong, age 14
mrguy_69@hotmail.com
Favorite Genres: RPGs, some fighting, RPGs, also adventure, and RPGs, as well as role playing games
Favorite Games: All *BOF* series, *FF1, 2, 3, 5, and 9, Armored Core* series
Quote: "EVERYTHING... IS MY... DELUSION!!"

Mike, age 17
agent_x@hotvoice.com
Favorite Genres: First Person Shooters, Real-Time strategy, racing, action/adventure, RPG's.
Favorite Games: *Quake 3 Arena, Duke Nukem, Medal of Honor*
Quote: "Time is merely a waste of reality..."

Tyler Hoyt, age: 16
walkdasun@hotmail.com
Favorite Genres: RPGs, Strategy, Car Combat
Favorite Games: *Chrono Trigger, Chrono Cross, Final Fantasy series, Vigilante 8, Twisted Metal 2*
Quote: "What do you mean, you're out of Playstation 2's!?!?"

JEREMY McGRATH supercross world

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10-TIME AMA SUPERCROSS WORLD CHAMPION

LEV 08 OUTDOOR + LEV 12 BAJA + LEV 22 FREESTYLE + LEV 25 STUNT

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freestyle mode featuring 24 tricks. nac-nacs, supermans, fender grabs, 360s and barrel rolls

innovative "stunt advantage system" and head-to-head split-screen mode

THERE ARE MANY RIDERS.
BUT THERE IS ONLY ONE KING.

Acclaim max sports

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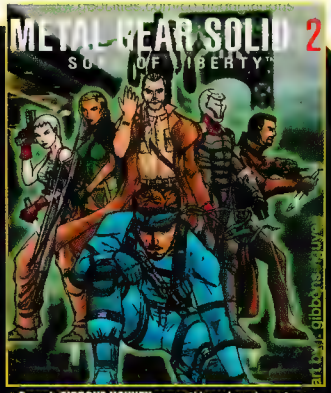
PlayStation.2

NINTENDO GAMECUBE

PSM FAN ART

This month we're spotlighting some of the amazing *Metal Gear Solid 2* fan art we've received! If you've done an illustration that you'd like to see printed here, send us a copy! (We'll take originals too, but we can't return them). Address it to PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005. Or, even better, e-mail a hi-res version of the piece to psm@imaginemedia.com. Be sure to label the subject heading "Fan Art." Now get busy! :-)

▲ We couldn't run **POPEPHOENIX**'s full image here, so check it out on www.geocities.com/wildpecanX.



▲ From **J. GIBBONS NGUYEN** comes this cool movie poster-style piece with all of the major players. Nice job!

▲ Okay, so this image is technically for the first *Metal Gear Solid*, but it still matches the "Solid Snake theme" we've got going on here. A big thanks goes out to **KAY ROBBINS** for sending in this anime-style pic. It's nice to see Meryl again!

▶ **RANDALL NG** took a different approach to this piece of fan art, actually rendering Snake in polygons! Snake's a bit more clean-shaven than he is these days, but it's great art nonetheless. Be sure to check out his website!

▶ **Mike Forward**, age 16
sly_saiyan@hotmail.com
Favorite Genres: RPG, Survival-Horror, Fighting
Favorite Games: *FF6, 7, 9, FF Tactics, Chrono Cross, Dead or Alive 2*
Quote: "Whatever doesn't kill me makes me stronge r— OWWW!"

▶ **Geoff Erickson**, age 14
(twister158@hotmail.com)
Favorite Genres: Action, Platform
Favorite Games: *MGS, MGS:VR missions, the Crash Bandicoot series, Mario64, Twisted Metal2*
Quote: "Mother? Are you there? I love you. I never meant to hit you over the head with that shovel."

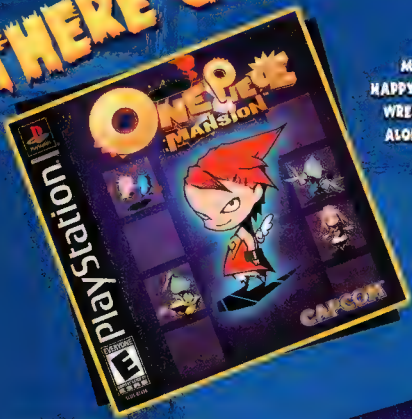
▶ **Maryanne Thibodeau**, age 16
tasuki1000@hotmail.com
Favorite Genres: RPGs, Strategy
Favorite Games: *Final Fantasy* series (especially *FF7* and *FF9*), *Chrono Trigger, Chrono Cross, Dynasty Warriors 2, Legend of Zelda, Breath of Fire*
Quote: "The one dependable thing about the future is uncertainty."

▶ **Austin Rios**, age 15
ScionRedFox@aol.com
Favorite Genres: RPGs, Survival Horror,and Action/Adventure.
Favorite Games: *FF7, FF9, Resident Evil (all), Parasite Eve1-2, Metal Gear Solid, and Syphon Filter.*
Quote: "I am Alpha and Omega — the beginning and the end."

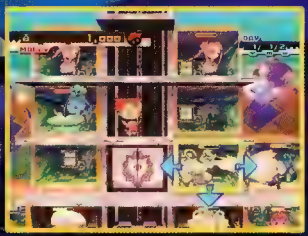
ONE PIECE MANSION

THERE GOES THE NEIGHBORHOOD!

IT'S NOT EASY BEING THE LANDLORD OF THE ONE PIECE MANSION. IN THIS WACKY PUZZLE GAME IT'S YOUR JOB TO MAKE SURE LIFE RUNS SMOOTHLY. BUILD UP YOUR MANSION AS HIGH AS YOU CAN, RAISE THE RENT AND COLLECT MORE MONEY. BUT, IT'S ALSO UP TO YOU TO KEEP EVERYBODY HAPPY HAPPY HAPPY... OR ELSE THEY'LL MOVE AND SKIP OUT ON THEIR RENT. CAN A SUMO WRESTLER, NEWLYWED COUPLE, CAT LADY, STUDENT AND MORE REALLY GET ALONG? IT'S GOING TO TAKE SOME SERIOUS SKILL TO KEEP THE PEACE AND MAKE SURE LIFE AT THE ONE PIECE MANSION REMAINS STRESS FREE!



Keep the Peace Among Your Tenants in Order to Make More Money and Add to Your Mansion



Wacky Gameplay that Will Leave You Frantic!

A Puzzle Game Full of Crazy Tenants!

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RESET

This issue's over, but another one is already on the way

NEXT MONTH

SPECIAL 13th ISSUE HOLIDAY BUYER'S GUIDE

That's right, this year we're serving up a bonus issue of PSM, focusing on the hottest games for the Holidays. We'll tell you what to buy, what to avoid, what's over-hyped and what's underrated. This is a can't-miss issue!

REVIEWS OF THE HOTTEST GAMES

We've already checked in with *Metal Gear Solid 2* and *Devil May Cry*, and next issue we'll finish reviewing the season's biggest titles, like *WWF Smackdown*, *SSX Tricky*, and *James Bond: Agent Under Fire*. Yowza!

▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

▲ WRITE THIS CAPTION!

Jot down a funny caption for the game screen up above, and if we like yours the best, we'll send you a PSM Prize Package filled with PlayStation games and goodies! Send your entry to **PSM Caption #52, c/o Imagine Media, Brisbane, CA 94005** (or at **psm@imaginemedia.com**, with "**PSM Caption #52**" in the subject header). Be sure to include your full name and address so we can contact you if you win. Good luck!

AND THE WINNER IS...

MICHAEL BEASLEY is the winner of our August (issue 48) Caption Contest. You can check out his winning caption below. Michael, your PSM Prize Pack is on the way!

▲ "Sometimes Batman just likes to feel 'sexy.'"

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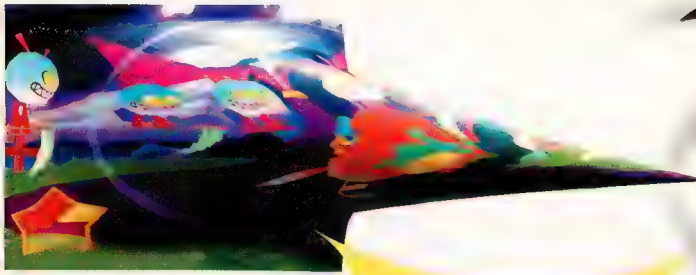

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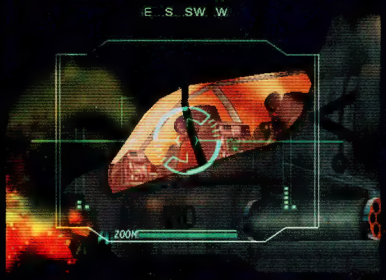

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